Reviewed: Final Writer 97 • Bargain Accelerators CU

Total Internet Solution!

The Internet: **Cost cutting tips Complete software** What's in it for you How it's done

What Went Wrong?

The truth behind the Amiga's fall from grace

Eric Schwartz

Inside the mind of the master animator

Siamese Retarg Graft a PC

onto your Amiga



PLUS:

Quarterback 6.1

and Quarterback Tools

Big Red Adventure Playable demo

The ultimate backup and recovery system

No CD-ROM? Ask your Newsagent!

CD-ROM Edition



HUMBERSTONE LANE, LEICESTER, LE4 9HA





PUBLISHER







GEER GADGETS 2 AMIGA REPL









EURO CD VO





Read & Write to & from the PC Load files directly from the PC Up to 45k/sec for Amiga > PC Up to 29k/sec for PC > Amiga. Join a PC to your Amiga via the parallel port







FULL VERSION OF IBROWSE FULL VERSION OF MIAMI AND IN-TO-THE-NET CD £ 149.95 Carriage \$10.00

PACKAGE **INCLUDES 33.6 MODEM and CABLES**













KARA COLLECTION PERSONAL PAINT











LIGHT ROM 4 EPIC ENCYCLOPEDIA

EDITOR Toey Hors DEPUTY ART FOLTOR Authory Collins CO. DOM COMPUTER Heil Rethwick

TECHNICAL CONSULTANT, John Kenned CONTRIBUTORS Tony Gill, Andy Mitchell, Garth Sumpter, Mark Forbes PHOTOGRAPHY Res Jessies

CREAT COASE HUBSTRATION Telegraph Colour Library COURTY MANAGED Sarah Root SYSTEMS MANAGER Sarah-Jane Leaves

Advertising, Marketing & Management PUBLISHING DIRECTOR Sarah James COMMERCIAL DIRECTOR Sandra McClean PUBLISHER Andy McVittle MANAGING EDITOR Richard Howatt CORUN AN MANAGER Live Merrett POSTURAS MANAGED Chris Derge SEMINE SALES EXECUTIVE Marianna Mash AGENCY SALES EXECUTIVE Genera Dick ACCUST CALES EXECUTIVE DESIGN STEA PRINCET MANAGER Breefs Ritchess MADVETING EXECUTIVE Zon Wharmah

PRODUCTION MANAGER Sam Lee AD PRODUCTION MANAGER Emma Minfo

ASSESTICING ASSISTANT Annabel Green

FACULTIES MANAGER Rob McRride CII Amina Manazine ISLE OF DOGS LONDON F14 STZ EINITED KINEDOM

8171 972 6788 CENTRAL (SCILANICA CO IX WEB SITE: www.cu-amiga.co.uk SUBS ENGUIRIES: 01858 435350

ADVERTISING PRODUCTION FAX: 0171 972 6755

max letters to the address above clearly moded for BACKCRAY. For technical problems used them duely maked \$550. Because of the nature of many requires they cannot be accounted by above. The cer l'eni es et backehat@en-amiga.on.ak or 0+A@en-amiga.cn.ak PO REPLEMS: We get business of now PS propagationary week, but only still because for more, if

you'm mitten a PO program that you're proud of send it for PO SUBDRESSIONS, CO Amings Magazine, 37-39 Millharboor, Isle of Dugs, London, £14 917. NOVERTISSING OR ADVERTISSING PRODUCTMS: If you wish to selective in CS Aniga Wagazine

one contact Marianna Manters on the above inleptone number and address. Co COVER DISK PROBLEMS: If you have a healy cover did from write or nature your disk

THE OR THE METER CHANCESTER CHARLES CHARLES THE BLASS BIRTHS CEMPETITIONS: CI Anique Maqueles often core competitions. To enter one of these simple put was: name and address on the back of postsool, along with the answers and sand them to us at the usual One entry per person please and the office's decision is final. Wisson will be settled by sent. Other

BACK ISSUES: 11850 435 350, Salpert to analybidity, 00 dick instant. III price \$5.99 (see Piof). Best of world ES.SE. CD-BOW issues: UK price (S.SH, Europe and Rest of world (7.56)

For sales (see postage) 12 issues: UNSOPO (SA SUBSACE NAME NOW to EUROPE: EXE SE ASSEAU FORDY CYCLIC BOW ARMAU COL See sales page for special offers.

© ENDP leases 1997. So part of this respuise was be reproduced in any form, either electronic or mechanical, or sold without the express written permission of the publisher. Cover disks remain the consists of their respective suppliers and may not be dealerated, distributed or sold an without their Messaine attenues to assistain the history standards, but cannot be held estangable for any armet. set or supplier. CO Amiga Magazino is no independent publication and the opinions expressed by its

PRINTED IN THE MAITED KINGDOM BY SOUTHERN PRINT WEB OFFSET, POOLE

AEC July-December 1997 28,161

JULY 1997 · CONTENTS



Talk about packed! This issue of CU Amiga is one of the husiest ever If anyone tells you the Amiga is dead, stuff this in their face and you'll soon shut them up.

Read all about the recent World of Amiga show and the Gateway/Amiga press conference, allow us to make you an Internet offer you can't refuse, debate the Amiga's slide down the slippery slope with us, and

chat with cartoon maestro Eric Schwartz. Or how about that wodge of reviews opposite? If that's not enough, get your teeth check out our brilliant Quarterback and Big Red Adventure cover disks and CD.

Tonu

Now I can't say fairer than that! Tony Horgan, Editor

Cover Feature

20 Total Internet Solution



the disk, an Amiga net provider is set up, and here you'll find out everything you need to know about how and why

to finally get connected to the Internet

Features

28 What Went Wrong?

Why did the world's most revolutionary. forward thinking computer end up taking a back seat to far lesser technology like the PC and Mac, and can history teach us how to get the Amiga back up there? We dissect the Amiga's rollercoaster life in an effort to find out just what went wrong.

34 Eric Schwartz

His animations and artwork are admired the world over. He's been the inspiration for thousands of Amiga artists and by rights, many say he should be head of Disney by now. After all these years he's still a staunch Amiga supporter, so we thought it was time for a chat...

Cover Disks & Super CD-ROM



Here's your chance to try out the 90% rated graphic adventure from Power Computing. Sneak behind the rusting iron curtain to discover a land full of mystery and all kinds of

weird and shifty characters. 6 Quarterback 6.1 &

Quarterback Tools The complete Quarterback 6.1 system is yours with this month's CU Amiga Magazine. Backing up files and entire drives has never been easier, and along with the companion software Quarterback Tools, you'll also be able to salvage corrupt files and work wonders with disks that let you down.

12 Super CD-ROM 12 Simply the best CD-ROMs for your Amiga. Number 12 is no exception.

News

16 Gateway 2000 spell out their Amiga plans, full Amiga show report, plus Stateside and the regular news round-up too!

Games

- 38 Wendetta
- 38 Trapped
- 39 ClickBOOM games vote
- 40 Marbelous
- 40 Mega Typhoon
- 42 Hidden Truth CD-ROM
- 42 Paranormal Encyclopedia1
 44 Charlie Wallace Interview
- 46 Tips Central

Tech Scene – utilities and hardware

- Final Writer 97
- 3 Siamese RTG 2.0
- 58 PortPlus
- 59 Burn It 60 Network PC
- 60 Gemini
- 61 Viper Mk 4 Accelerator
- 61 Power 4Mb RAM Card
- 62 Topolino 62 Insert 104
- 63 Air Mail
- 63 IDE Zip Drive
- 64 PD Scene
- 66 PD Utilities
- 70 CD-ROM Scene 72 Art Gallery

Workshop

- 76 Imagine 4.0
- 80 Masterclass
- 82 Desktop Publishing 84 Sound Lab
- 86 Wired World
- 88 Net God
- 89 Surf of the Month
- 94 FAQ
- 95 Subscriptions
- 96 Q+A
- 98 Backchat 102 Points of View
- 104 Back Issues























The

The iron curtain has fallen and the ex-Soviet Union is open for business. Your job is to guide Doug the computer nerd

(don't worry, no-one is implying anything, this guy uses PCs) on his guest for the biggest piece of business of them all stealing the Czar's crown!

How to load Simple! Just boot up from hard drive, whack the disk in the floppy and you are already half way there. Double click on the disk icon and drag the icon called Drag me to HD and click to wherever on your hard drive you would like the demo drawer to be placed. Without removing the floppy disk from the drive, double click on the icon and as if by magic The Big Red Adventure will be installed to your hard drive! Great, huh?







Adventure



he Big Red It is Big, and it is an Adventure: it is not however, Red. This is, however, rather lucky,

hecause if the whole thing was red, you'd have a lot of trouble figuring out what was going on

Control should be fairly straightforward to anyone who has tried their hand at adventure games. You move the mouse pointer around the screen and when it passes over an object you can interact with. A piece of text will appear telling you what the object is. Don't worry, it's not all

Objects can be interacted with by the simple expedient of clicking on them with the left mouse button. If you click anywhere on

object. Doug will try to walk there instead.

the screen where there is not a named For more complex interaction, the right mouse

button can be held down. This brings up an icon menu. The top line of the icon menu contains actions it is possible for you to perform on an object. Below that is the inventory of objects

you are carrying. These can also be used upon objects you come across. Let's try it out. hold the button down, slide the pointer to the envelope, then release. A small envelope will appear next to the pointer. Drag the pointer over to Doug and you will notice the words "open envelope" appearing. Click the left button and, surprisingly, the letter is open! Look in your inventory and

you'll find what was in it. Right, now you have the idea, you can get on and figure out the rest for vourselves. And if you are impressed, you can buy the full game for under twenty guid. Power Computing are the suppliers. give them a call on







terback



There just isn't any competition. Quarterback is a quite brilliant backup utility. We've even given vou Quarterback tools as well. You'll

thank us for this one!

Loading instructions

As usual, write protect your floppy first. Boot up from your hard drive, stick in the disk, and open it up. Double click on the install icon and away you go. Installation is very simple: just tell the installer where you want the software installed and let it get on with it. You can choose to install either or both packages. Follow the on-screen instructions and you can't go wrong.

Beatyze and Repair Volume MeD Recover Lest/Deteted Files Deb Optimize Volume CORD Edit Value Sentiable: - Velumes |- Serices

Dustretback is the ultimate backup utility. Hard disks are the business – computing without one is not a very fun experience these days. But hard drives go the way of all flesh (or indeed al metal), and will also become if or even die. Quarterback to the rescue! Quarterback will allow you to hack up all that valuable data you keep on your hard drives. Commonly it will back up onto floppy disks, but it will happily back up to any other storage medium you have connected to your system, from Zins to a second

time you can also do which only backs up whatever has been added since the last time you backed up your data.

impressive and powerful suite impressive mo; or disk manipulation tools. The most common use of Quarterback is recovering files which you have accidentally deleted or changed your mid about. However, it can also repair damaged disks and recover data you thought had been lost. There are also a sea of nower tools such as a range of power tools such a sector editor – take care wit this or risk permanently losi the software on your hard drive – and a disk optimizer and a whole selection of bons utilities for all sorts of genera disk functions. Check the pag opposite for details but you'll have to read the on-disk guide to learn how all this works. We couldn't possibly find the space to explain it all here.

and Quarterback Tools

Quarterback and Quarterback tools come with full instructions on disk, but for those who want to jump in, here's a quick overview.

nce in a while hard disks bite the big one. It has happened twice in the space of the last three months to us in the office. and Mat and Andrew have both spent long hours recreating lost Workbench set-ups. Oh if only we had backed up our drives, eh?

easy. Fire up the program and select the drive you want to back up. If you hit the "enter" gadget you can go into the directory structure to back up individual directories. Hit the "backup" gadget, select OK from the option screen, and Quarterback will scan through the disk and present you ers in the location you have selected. Each has a tick or tag mark next to it to indicate that it will be backed up. You can deselect anything you don't need ure out how many disks it will take to back up the whole lot and wait for your confirmation before it gets going.

There are a lot of options you can select while doing this. You'll have to read the on-disk help for full instructions. When you have chosen the device you want preserved click on backup. You are presented with an options screen. From here you can select where the backup goes to. Normally it will back up to however many

floppy drives you have connected, but you can choose to back up to other devices, too. If you wanted to back up to a Zip drive configured as unit 3 on a SCSI chain. Tane/removables then select

appropriate) in the device box and change the unit box to read 3. Just above the click boxes the "Destination" line should then read something along the lines of "Destination: Zin disk 88Mb". The rest is as before. Simple, huh? There is a whole lot more, but you'll have to read the manual

first before you get into that. complex suite of software that it such a small space. You are strongly advised to read the instructions. The main program has four major functions. Analyze/repair can fix checksum errors and mark out bad blocks. Recover Lost Files allows you to undelete, Optimize makes your disks quicker to read, and Edit Volume allows you to edit the raw data on your disks. This is very powerful, but dangerous if you

Also included are Replicator, a Locator for finding files on your hard drive, Encrypter for scrambling files. Disk and File eraser for permanent and secure erasure of disks or files, key-

stroke finder for locating those unusual Braincloud which renders disks temporarily



A Optimization speeds disks by reducing fragmentation.

Online Offer!

ot only has coverdisk Quarterback bundle but it contains a package called JPTerm. We'll need this to download the CU NetConnect 'Lite' software to go feature on page 20. The whole software archive fits on about five floppy disks so, sadly, there on the disk edition. It is on the

CD-ROM edition of course. Installation is pretty simple: drag the obviously named Drag Me to HD and click icon to where you want to install JPTerm, ie to vour Work: partition. Click on it and you'll see your hard drive. Close the drive window, reopen it and the

Drag Me icon will have disappeared to be replaced by a

Making sure that the modern is plugged in, powered up and connected to your Amiga's serial port. open the JPTerm directory and click on JPTerm itself. The first time you run JPTerm it will copy a library to your system partition. This is needed for transferring files. You will be greeted by a the BBS that seems to be most local to you, and the package will automatically make the modern dial and shortly you should be

connected to the chosen BBS. Follow the BBS' online instructions to register your name and so on. Now you should be able to find an option to download the CU NetConnect Lite package. This will vary from BBS to BBS, so alas we can't go into it in more detail. When you've done that, select Download from the transfer menu of JPTerm. A new window will appear and display the progress of the download. This may take as long as half an hour on a 28800

baud modem so be patient! Now that you have the archive. extract it from the Shell. Use the UnLZX extractor present on the Perform the following in the Shell. pressing Return where indicated: CD Work: [Return]

NetConnect.lzx [Return]

Replace Work: with any temporary drive with 10Mb free. Replace the section on the next line, after the x, with the full path to where you downloaded the CU NetConnect.lzx archive. Now you should have a directory in the destination drive. Open it and run the Installer. More instructions on installing NetConnect can be found in the Internet feature starting on page 20.

-----Order form In order to apply for a Wirenet account, please fill out this form and post it with your cheque/PO for £30, payable to Wirenet to: Wirenet Amiga Internet, 39 Larch Avenue, Penketh, Warrington, WAS 2AZ

lame:
felephone:
lddress:
for will be allocated an internet address which takes the form of userid@hostname.o-m Mease give your choice of userid and hostname:
hand 12.0 James core absorption on temps

Your Hostname 2nd choice: (used if 1st choice is taken)

Password (6-8 lower case letters):..... Standing Order Mandate:

Bank:.... Rank Address:

Account number:

Account name:

Please pay the sum of £14.25 into the account below on the 1st/15th" of each month, beginning with the month of .

Sert code: 28-91-48 Account number: 70162894 Account name: Wires Signature: ...

"The standing order must be paid on the date soonest before the renewal is due, ie if you subscribe before the 15th, then select the 1st. If you subscribe after the 15th, select the 15th, Your subscription renewal date remains on monthly intervals from the date the account is opened.

BBSs to get NetConnect from.

RRS NAME DWONE NIIMDED evenp The Machine BBS 0181 8132954 Aaron Thorne Darkside BBS 0181 7719100 Robert Dale Last Tango 8181 2416442 Tom Parisen Frost Free 01484 842341 **Dave Navior** Demon Fears Amiga 0161 6273360 Mike Handley Amiga Shack 01937 531724 Chris Elsworth Echoes BBS 01276 31261 Steve Barnet 5 Star Amiga 81237 477872 Stankon Harris Borg Homeworld 0113 2253772 Paul Green FWiBBle! (Ireland) 861 331423 Damien Mc Kenna Your Hostname (2-12 lower case characters, og myhouse):... (12am-8am only)



e raw

O

p to

-ROM 12



Welcome to CUCD12. Once again we've got an unfeasible amount of brilliant software for your Amiga. If you south amount of brilliant software for your Amiga. If you south a compared to the co

Making things work

Click map Click on a mod and a modpleyr peps up and
lapty the tune. As much as possible of the offware will
use from the CD as well. However, some things on the
disc work true with your person and the control of the control of

your system. If it is a utility it may need to be installed and so on if a program doesn't active, and no error message comes up, read the documentation.

It can get complex with genee and demos. Many are written in an OS illegal fashion, which means that they may not work on every set up. Rus the bare minimum. may not work on every set up. Run the bare minimum Workbench and try them. If this still doesn't work, boot with no startup sequence and activate the program from the shell. You will need to know AmigaDOS well for this Every month it gets better. This time you get the brilliant Quarterback suite along with the usual wonders.

On the disks

Quarterback 6.1 Suite

The best backup utility on the market, and it comes with the brilliant disk/file recovery system Quarterback Tools, too. Never lose a single file again!

The Big Red Adventure This four screen demo lets you get a taster of the brilliant new adventure

game from Dynabyte and Power Computing. Help Doug the computer nerd on his quest to pinch the Czar's crown. Revel in the lovely artwork and partake of some merry Muscovite madness! See page six for more



Gateway press conference

No audio tracks this month, the whole thing is just one vast collection of Amiga software. Not that this means that there is nothing to listen something really special. By now you probably know that there was a press conference

before the World of Amiga show. Some of you may have read the text of Petro Tyschtchenko's speech on the Amiga International web site, but we've brought you the entire press conference in MPEG audio form. It's in the Magazine drawer: just double click it to hear it!

What's in your drawers?



Root: The root directory of CUCD12 is set up like a Workbench disk, with all the standard directories - C. Devs. Libs Fonts and so on You will find that these directories are all nicely packed full of files you can

There are plenty of libraries fonts and so on. If you want to own system, just use a directory utility such as Directory Opus.

The Rig Red Adventure: Ready to play straight from the CD Just click the icon and get

started - there are full instructions of page six

Quarterback: Yet another brilliant commercial package for you to add to your collection. A standard installer will install this to your hard drive. For more details. see page eight. System: Delitracker.

Hippoplayer, GmPlay, Newlcons, ParNET, Flick, Viewtek, VirusZ and more have moved into a new drawer called CDsupport in the System directory. MUI and the standard Workbench system files remain in the parent.





▲ Yet another treasure trove of top Amiga software is yours with CUCD12. Well over 600Mb of data includes graphics, utilities, mods, games, demos and web sites.

Tools: A fairly standard Workbench tools drawer Profe: Standard Proferences drawer with Newlcon prefs. Hillitias: Multiview Clock Toolalias and some Newlcons

www: Demo versions of the major Web browsers: Ibrowse 1.1 and Voyager NG are here plus the brand new AWeb 3.0 demo. There are also pages to browse without a modem! All you have to do is click on the Show WWW icon and then select which browser you want

to use when asked. CUCD: Here's where you'll find the really good stuff.

Online: A nice big section of useful software for the online Amigan. If you have been convinced by this month's Internet

feature, then you'll find a lot in this drawer to help you out. Also a big collection of Usenet news for you to browse through. CD-ROM: Due to the problems

we've got a special installer for AmiCDFS2. This will update older CD file systems to modern standards. Also the contents of the latest

Aminet CDs, IdeFIX, Quick Sampler and even more CDIDs Graphics: AGA Morph, CDXL, CybergraphX drivers, a Picasso96 emulator for

CybergraphX, an HTML gallery creator,

RTGMaster and more! Programming: Lots of GUI

stuff to get your teeth into with the complete user and developer files for the Triton GUI sys-

tem, the GadToolsBox, and as an extra bonus, the full ADE binary Demos: Always a favourite, this month we bring you

the latest and greatest from the world's most active demo Information: STCCGguide.

Mean anything to you? If so great, if not, well that's why information in the

first place! Lots in here.

Utilities: Stock market analysis from Amibroker some directory utilities, the new ver-

sion of the MultiCX a collection of the latest virus checkers. VINCEd, the potentially KingCon beating Shell

replacement and more Readers: Readers contributions from around the world. We get more than we have time

to deal with, but we're always looking for more! Expect a Beaders contributions special in the near

Games: The latest version of Destructive Poker. Eldritch Omega. Train Driver more Worms samples.

and a demo of SkimmersAGA Magazine: Here you'll find Wired World bits. Also the complete Amiga International / Gateway 2000 press conference from the World of Amiga show.

Previews: Wanna see some Schwartz? To tie in with this month's interview, you can

check out this collection - and check out the CD reviews page for details of how to get more. Sound: Plenty to keep music

fans happy here. including the latest AHI retargetable audio system. AlgoMusic, MIDI

files, stacks of music mods and lots more!

If your CUCD does not load

If your CD does not load contact Diskxpress on 01451 810788. If they advise that the CD is faulty send it along with a SAE to: CU Amiga Magazine Disk Returns Diskxpress, 7 Willow Court. Bourton Industrial Park, Bourton on the water. Gloucestershire GLEA 2HO Please note that some CDs will not autoboot on

systems other than CD32s, so try loading it from Workbench first.

ten



The World of Amiga 1997

The Amiga event of the year turned out to be a great success for all involved. CU Amiga was there...

ith ink still wet on the Gateway-Amiga contract, the 1997 World into town over the weekend of May 17th and 18th, bringing with it thousands of enthusiastic Amiga fans, the major players on the scene and no less than Gateway and the newly re-named Amiga International themselves, A ioint Gateway-Amiga International press conference also preceded the show on the Friday afternoon (see page 14 for the full story

Held at London's Novotel venue, site of previous Amiga and Commodore shows. World of Amiga was granted more floor space than last year's hopelessly over crowded event, although predictably it couldn't match the double-floor capacity witnessed at the shows of the late 80s. Despite clashing with the FA Cup very well attended. Opening time saw a healthy queue stretching

TFX takes off

greeted with a grab-bag of stall types knocking out cheap striped show cases of new technology Not to be outdone. CU Amiga's highly interactive stand of TFX (really!), Mat Bettinson's diverse high-tech shenanigans, a portable Amiga (not a PAWS) and a special guest appearance from



A Exclusive quests on the CU Amiga stand, amazion Siamese RTG system. phase 5 knocked 'em dead with PowerUp.

cards in the UK for the first time. not to mention the editorial team While the size of the show

might suggest Town of Amiga would be a more apt name, the "World" tag was certainly justified, with a truly international turn-out. Exhibitors included Nova Design and Finale Developments from the USA, with Amiga Individual Computers from Germany, while visitors came from the far corners of Europe and beyond. like the one who came to London for the weekend



A HiQ's Steve Jones demonstrates the

local Amiga user group in Greece. To give you an idea of who and what was at the show, here's a brief walk-around stopping off at a random selection of stands.

Silly prices

Through the doors, and immediately Guildhall Leisure's stand made its presence known, like a model of Manhatten with stacks of games like skyscrapers being sold at silly prices. Microprose Grand Prix, one of their latest rereleases, was their biggest seller. Also catching them early were

sick as he demonstrates TEX

purely to cover the show for his their stand with the new fast seri-V L-R: CU Amiga's Kirstin meets the public, the crowds become a blur, and Tony gets air-









A L-R: PPaint finds a fan on the Amica International stand, phase 5's Wolf Dietrich gets technical,

and CU Amina's Mat Bettinson points out his World of Amiga goatee whilst broadcasting the show over the Internet.



at the show, most of them CU readers.

al adapter called the Whippet creating quite a buzz. The CD version of Cinema 4D was also making its debut. Get CU Amiga next month for reviews of both of these CD-ROM kings Epic Marketing

were banging them out at givaway prices, including some excellent old CD32 games for a ridiculous £2. Larry Hickmott's LH Publishing were promoting Draw Studio and Pagestream 3. Also on the stand

were David Havnie's disk recovery program Disksalv 4 and manuals for recent CU Amiga coverdisks Image Studio and ProPage. Who's that on the Wizard Developments stand? No less

than the endearingly named Kermit Woodall from Nova Design showing off Image FX! Kermit was joined by GP Software's Greg Perry, converting the masses to Opus 5.5. and IssreeSoft were also there with Turbo Print 5. And what of Wizard themselves? They seemed to be doing a nice line in shifting brand new Amigas, among other things, one of which saved our bacon as we turned up

Just around the corner was the CU Amiga stand, mobbed all day Saturday and still arguably the busiest stand all through Sunday Lured not only by the charms of the CU Amina team crowds lic showing of TFX (boosted by a from Power Computing) with another major first: phase 5 dropping jaws with their unfeasibly fast PowerUp accelerators performing amazing feats such as full screen silky smooth software decoded MPEG anims running on Workbench. Further techno lust was satisfied by Mat's live transmission of the show over the Internet, a cute portable Amiga and what turned into a two day technical Q+A session. Phewl Gamers were well serviced by

Direct Software, who came with a huge range of games and news ous by its absence was their 'Power Amiga' system. They were hoping to debut their souped up 68060 based tower Amiga, but last minute problems with the sourcing of their cases caused a now resolved delay. Direct say they have had enormous public interest for the Power Amigas, including inquiries from the BBC and Sky.

Amiga International

The biggest stand on the show was appropriately that of the company which is at the heart of this whole industry, the newly bought out Amiga International With no new products, the stand was instead showing off the capabilities of the platform. Micronik had a strong presence with an impressive collection of seriously powered-up tower Amigas. When you pass a true

colour ultra high resolution Workbench screen, the top bar reading 2Mb Chip, 126Mb Fast. you know you are in the presence of a pretty awesome Amiga. Much of the business on the Amiga International stand was done behind the scenes in the inner sanctum' hospitality suite. Amiga Internation's head Petro Tsytchenko had a busy schedule of talks with people from the industry over the weekend, and impressed many with his seriousness about working with other companies and getting the market firing again HiQ's Siamese RTG was some-

thing of a show stopper displayconnectivity between PC and Amiga systems. Crowds were Workbench being displayed on a Windows95 screen, leading to many lokes about how amazing it was that someone had at last managed to put an operating system on a PC. The future significance of this product was indicated by the presence of a Siamese system on the Amiga

AG PIOS were showing the we looked at in our May issue. Looking at the moment rather lik BeBox / Macintosh clones, the PIOS machines are designed to be Multiple OS systems, and use a CHRP (Common Hardware Reference Platform) design to



A Deseite the doubters. TFX was indeed on show and playable at the CU Amiga stand.

facilitate very open multi computing. Amiga compatibility will come in with the developent of a PIOS/Amiga hybrid based on the Siamese and through the Amiga OS like pOS in development by

Power Computing roped in the talents of ex-Commodore UK heads David Pleasance and Jonathan Anderson to help service the baying crowds appetite for accelerators and other upgrades. CU Superstar award winning adventure game The Big Red Adventure attracted a lot of attention too and was a good seller on Power's stand and several others

The aftermath

After the dust had settled on the weekend, general opinion was that it had been a great success Sales were reported as healthy, and there was no shortage of enthusiasm. Plans are already afoot for another World of Amiga. pencilled in for a pre-Christmas December slot. We'll keep you informed of future developments



A Subsidence was reported to be a problem on some stands.

ke a

seri-

tes TFX.

Gateway Unveils Plans for Amiga

about their acquisition and feel a

strong affinity with the Amiga

community There was scenti-

cism from some at the conference, a legacy of the confusion of

recent years, but most people

Petro Tyschtschenko then took

the stand to outline the future of

Amiga International. There were

this was in fact rather reassuring.

had only owned the company for

about 20 minutes, and anything

Jim Taylor kept telling us that they



A Jim and Petro spell out the future

Encouraging but realistic words came from the first ever Amiga International press conference...



Novotel in London, Amiga International held a press conference at which future plans for the Amiga were outlined by Amiga 2000's Senior VP in charge of global marketing, Jim Taylor,

Jim Taylor spoke first, introducbought the Amiga, and assuring



have been jumping the gun. The Future

Amiga International will concentrate on the release of a new operating system, and Petro stated that he believes the work is Executive, MUI, Newlcons, MCP and KingCon.

The other important area will be broad licensing, allowing third new openness in the Amiga industry, with Amiga International supporting the Amiga community directly and co-operating in R&D companies. Amiga International are willing to see where the mar-

Marriage made in heaven?

What have Gateway in common with the Amiga? According to Jim Taylor, quite a lot. Gateway believe that enthusiasts lead the market, and think that profits come from offering value and service. They think of themselves as "maverick of the herd" with ambitions to use the PC boom to their advantage then put their own spin on it.

The Press Conference on CD Just pop the CD in your drive and take a look in the Magazine drawer. The whole conference is stored in MPEG audio form, and can be heard by simply clicking on the icon.

ket leads the technology but stressed the need for the Amiga platform to move to industry standard components in order to keep production costs down

Investment Policy

Having discussed the future with Petro Tyschtschenko after the Gateway 2000 seem to have a genuine and serious commitment to the success of the Amiga and are willing to invest in its future. Gateway want to see the Amiga profitable in the long term and realise that this means investment

Gateway's realise that the Amiga has a fiercely loyal user base and this is why they bought age user loyalty through good service and it was the amazing loyalty of the Amiga market that they wanted to buy into. They also believe that the market is lead by enthusiasts, and view the Amiga as being the ultimate reps at World of Amiga were very

understanding Amiga users have. Amiga OS for all

R&D is the number one priority. and a PowerPC port of AmigaDOS is foremost in Amiga International's plans. They want to avoid a split in the Amiga market, and this ideally means PIOS1 and A\Boxes running genuine AmigaDOS. The OS and custom hardware will be widely licensed. ly supporting the likes of Micronik

"It has truly been nity that has kept Amiga alive "

There are no plans to release the Walker. They do not see it as forward looking enough, and seem to have little interest in providing stopgap hardware. If, however, a third party manufacturer wants it.

they are willing to talk mitment Amiga International are promising to Amiga developers. Petro Tyschtschenko spent the entire weekend in meetings -Amiga International appear to want to give everyone help to keep the Amiga market buzzing, and with Gateway behind them. they certainly have the clout to

make it count. Gateway and Amiga International need time and patience from the Amiga community: given that we can look forwards to a real renaissance.



Evetech's Summer Sizzlers Full A1200 towers from £119.95; 16 speed CDPlus system £199.95; High speed A1200 serial port £49.95; Accelerators: '030/25MHz/MMU/FPU £79.95, '030/33Mhz/MMU/FPU £89.95; '040/25MHz £189.95, '060/50MHz £394.95; Data/fax modems from £29.95; SX32Pro-33SE -£299.95; SX32Pro-50 £349.95; Enhanced PSU's from £39.95; 100MB bootable IDE Zip drives £119.95

The Top-Rated Evetech CDPlus for the A1200 2-speed and 8-speed CDROM drives



or 8- speed external CDROM unit in quality 8-approved case with heavy duty PSU seves trapdoor free for accelerators / memory spansion and the PCMCIA stot free for digitisers.

Considering a PowerStation?

on

pt

mu-

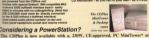
What do the reviewers say? Amiga User International - 97% ... It all worked faultlessly ... " Amiga Format - 96%

... An absolutely superb bit of kit.." Amiga Shopper - 90% ... This is a quality product ...

Amazing Value - Prices Down 8-speed - only £179.95

NEW! 16-Speed - 2.4MB/s (max) only £199.95

The CDPIus is also available as a full kit but without



SX32Mk2 & SX32Pro Internal Expansion for the CD32 "95% - Departing Recommended" "96% - A Dream to Us powered, portable Amiga! Amiga Computing Charles . Absolutely Ton

Make your CD32 into a high The SX32Pro and SX32Mk2 add ... Amica Formet

The SASSPYC and SASSMAX about .

20 or SOMEY DO BBUL CPU and PTU social .
(SIMILE PTU social colly on the SCISIMAZ) .

Some socials to the put 46MB of 22 B Hast (SOTOre) .

RAM Iµp to MMD stat (Droin) PAM on the SCISIMAZ .

Selfered IDE restate for Internal 25-b and drive .

and second hand drive, Sychoust, Jaz or even 8 .

September SCIP STATE (Sportmar stars on the SCISIMAZ) .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ .

Socials to PCSI who collected to the SCISIMAZ to the CD32's esisting mouse, joystick, keybr

The SX32 Pro is now shipping!

SX32Mk2 - sale price - £189.95 SX32Pro-50 - sale price - £349.95

WOA Show Limited Quantity - SX33Pro-33SE. A Special Edition SX32 Prowith 33Mhz '030EC processor (no MMU) - Just £299.95

What do the reviewers say?

AMIGA HEALTH WARNING

you have recently fitted - or intend to fit - an IDE/ATAPI CDROM to your A1200 (other than an E-The A1200 - unlike A4000's and PC's - has NO internal IDE buffering. On the A1200 the IDE intert AG2 interface now enallable - Compatible with all popular hard drives and eccelerators - including

Another first from Evetech

FOR YOUR A1200 TOWER CONVERSION

Desktop* case (which can also power your A1200) - for only £25 extra ...Or get a full A1200 Custom Tower® & fitting kit for your A1200-motherboard - with 250W PSU - for only £99.95 extra

W

If you can use a screw D-I-Y and Bargain Corner

citive cables and cases
1.5" 44 way hard drive cables for A600 & A1200
1444-way hard drive cables for 2 x 2.5" drives (fict) 3x44-way hand drive cables for 2 x 2.5" drives (6076-6 power & data cables for A600 & A1200 full fitting kit. for A600 & A1200 (contains everything)

evice EIDE interface for A4000 El cable 28 way 'D'(n)(to 50 way 'Centronics' (n) (1 m) dito & video cables and adaptives mm stereo jack plug to 2 x phono plugs for CDROM ROM standard 4 pin inverted T audio connector & ph

EYETECH's ONE-STOR

for Epson

Printers and Scanners EnPrint for the Stylus ColouriVils/P ProXL/200/500/600/800/820/1500

Amiga Drivers =

EnPrint v2.1.3 ScanQuix v3.0

camera - only £159.95

rtPlus - high speed serial and parallel port expansion Optional high speed PC-Amiga & Amiga-Amiga networking software
Leaves PCMCIA & trapploor free; accelerator hierally & very easy to fit
PortPlus - just £99.951 New! Port/nr- 1 high speed serial port - Just £49.95

Utes a low cost PC Guidekam to capture IFF images on yo Fully multitasking - including window resizing even while Compatible with all Amigas with standard Amiga printer p Quickcam hardware adapter and software - only £39.95 Apollo Accelerators - Unbeatable pricing 25MHz '030 with MMU & FPU, (5 Mice) Power User A1269 '040/'060 accelerators (no tower regist) SMHz '040 with MMU & FPU. (19 Mios) 40MHz '040 with MMU & FPU. (30 Mips) SOMHz '060 with MMU & FPU. (40 Mips) - Only £249.9

4MB* - £19.95; 8MB - £39.95; 16MB - £69.95; 32MB - £149.95 Cocktel - from ProDAD At Last - Professional Colour and Sound Videoconferencing - for all '030+ Amigas with HD & 6MB Full Cocktel software - £99.95 High quality colour conferencing

Bare IDE Zip drive (inc Eyetech ZipPrep tools) - Just £119.95 100MB Zip certridges just £14.85/1 or £39.95/3 A1200 InstantDrive Hard Disk Kits

The Amazing Iomega IDE Zip Drive

are only The fastest drive I have tested on any pi David Taylor - Amigs Format February 1997 gortant Notel 3.5" hard drives - even those described as "Siler" - are usually 25mm high and well ned fit in an A1200 without significant modifications to a case and metal chiefding - which itself reduces the value of your computer

2.5 GB AV (~3MB/s) - just £239.95

NEW - Superfast1.75GB 3.5"tower drives - £169.95

Evetech Group Ltd The Old Bank, 12 West Gree Stokesley, N Yorks, TS9 588. Tel UK: 07000 4 AMIGA 01642 713 185

Voted AUI Amiga Company of the Year 1996/7

Casablanca

Digital Video Editing For Everyone

A Unique Video Editing Product No Computer Required Amazing Picture Quality CD Quality Stereo Sound **Professional Effects & Titles** Fast, Affordable and Compact Optional MiniDV / FireWire Module

recording video scenes from a camcorder, on to an internal storage module. The scenes can then be professional image processing effects, plus new

Casablanca connects between your camcorder and video recorder. You don't need any special monitor. as you can use your existing television. Using a Casablanca requires no computer experience. The controls and displays are clear, simple, and easy to understand. All video and sound information, plus effects and transitions are held on the storage module.

Casablanca is available with a choice of three storage modules. Module 2 can hold 31 mins of VHS, 16 mins of SVHS, or 10 mins of DV quality video. Module 4 offers double those storage times. Module 9 can hold 140 mins of VHS, 72 mins of SVHS, or 47 mins of DV quality video. The storage module is removable, and additional ones are available. This allows you to work on multiple projects simultaneously.

Technical Specifications Full Motion JPEG Compression, CCIR601 Resolution (720x576 Pixels)

external storage expansion will give between 2.2 and 15 hours, rear. RGB out via SCART on rear. Optional FireWire (P1394) module

Where Can I Get More Details ?

Casablanca is available from a number of specialist video retailers around the UK, and is also available by mail-order from Britains favourite AMIGA supplier :-

If you would like a Casablanca brochure, please call.

Tel: 01920 822 321 or Fax: 01920 822 302 Casablanca is distributed by DraCo Systems UK Limited A sister company to White Knight Technology

White Knight Technology

All Prices Include VAT @ 17.5%

CY

680

Ami



45

4000/T Accelerators	Memory SIMMS
BERSTORM MK2	4Mb, 72 pin, 70ns £ 8Mb, 72 pin, 70ns £
060, 50MHz £ 449	16Mb 72 pin 60ns €

85 68040, 40MHz c 70 32Mb. 72 pin. 60ns SCSI Controlle

A1500/2000 Accelerators	Cartridge Drives (SCSI)		
BLIZZARD 2060 & 2040 68060, 50MHz + SCSI £ 449	ZIP 100Mb Ext. + Cable & Term £ 149 ZIP Disks (x 6) £ 79		
68060 50MHz + SCSI £ 4491			

igaOS 3.1 for 2060 £ 89	JAZ 1Gb Ext. + Cable & 5 JAZ Disks (x 3)	£ 255
ligaOS 3.1 for 2060 £ 89 040, 40MHz + SCSI £ 279 A1200 Accelerators	CDROM Drives 6 x Speed SCSI-2	(Bare) £ 139

BLIZZARD 1260 & 1240	8 x Speed SCSI-2 £ 159
68060, 50MHz £ 349	6 x Speed ATAPI / IDE £ Call 8 x Speed ATAPI / IDE £ 95
68040, 40MHz, Needs tower £ 219	8 x Speed ATAPI / IDE £ 95

24-Bit Graphics C	ar	ds
CYBERVISION 64/3D	£	169
CV 64/3D Scandoubler	£	75
CV 64/3D MPEG Decoder	¢	139

SCSI Controller

17" M 14" M

14" M

15" H

14" H

CV 64/3D MPEG Decoder PICASSO IV + F/Fixer	
Monitors	

icrovitec 1701	£ 399
icrovitec 1402	£ 199
icrovitec 1438S	£ 289
i-Res SVGA	£ 249
i-Res SVGA	£ 199

Canlacke

acinoono	0.000000	10
LOLA 2000	£ 349 £ 175	N
LOLA 1500	£ 175	N
RENDALE 9402	£ 295	A
RENDALE 8802-FMC	£ 145	IA

Video Digitisers VLab Y/C Int. Last Few at £ 199 VIDI 24 RT PRO Ext. £ 249

IDI	24 RT Ext.	£
	Networking	

AMIGANET Ethernet ARIADNE Ethernet £ 179 AmiTCP/IP Software £ Call £ Call LIANA Parallel 2m

Hard Drives (3.5") Bare 2 1Gh SCSI-2 from £ 299

4.2Gb	SCSI-2	Ultra	£	649
9.1Gb	SCSI-2	Ultra	£1	159
1.2Gb	E-IDE		3	159
1.6Gb	E-IDE			169
2.1Gb	E-IDE		3	179
2.5Gb	E-IDE		3	199
3.1Gb	E-IDE		3	229
4.0Gb	E-IDE	NEW	3	299

CD Writers (Bare, No S/W) Philips CDD2600, SCSI £ 349 Master ISO CD-R Software £ Cal

HP 60201 SCSI

Software	
SCALA MM400	£ 19
SCALA 400 + ECHO	£ 29
TV Paint 3.6 (needs CybergraphX)	£ 74
ART EFFECT	€ 14
MAINACTOR BROADCAST	£ 16
DIAVOLO BACKUP PRO	€ 6
AMIBACK 2 Backup S/W	£ 3!

DORAGE V2.5 MONUMENT DESIGNER V3 £ 225 ONUMENT CREATIVE CD £ 59 NIMAGE VI

MIGA OS 3.1 A500/1500/2000 £ AMIGA OS 3.1 A30003000T/4000 € 99 NEW POWER PC

ACCELERATORS CALL FOR DETAILS

Specifications? or Advice ?

White Knight Technology inly deal with Amiga's, and are own for excellent productions of the control of the

Availability Before Placing An Ord

£ 399

ng An Order

Gateway shake PC World News in brief

Gateway 2000 have sent shock Microsoft and Compag, all in the space of a week. On the 14th of May, Gateway pulled out of a merger

ing to accept any deal which did supreme hubris. Ted Waitt folduopoly. This move is viewed by

majority shareholder in the com-

pany, is also reported to be unwill-

the industry as being quite extra reputation as a major proponent and their close relationship with Intel

Ted Waitt implied that he did not consider the current 'Wintel' duopoly to be healthy During his speech at

the PC Tech Forum in Burlington, California, he stated his belief that simpler system, a .front end, a navigational tool" that allowed users to

get on with their work rather than tied them up in OS specifics. He went on to suggest that users on average spend 27% of their time tweaking Windows95. Waitt

The Superior Engine for Windows® Computing AMD-K6™ MMX Processor

sible, functional and affordable computers, factors he believes are often lost in the rush for inno-

vation. In the light of Gateway's positive poises about the Amiga OS specifically praising its efficiency and friendliness, and their statement that the Amiga buy-out will " strengthen our intellectual property position..." it is hard to see what more that Gateway could do to persuade Amiga owners that they share a philosophy with the Amiga.

In other news, Gateway strengthened their economic position with the announcement of a move to the New York stock exchange and a 3 for 1 stock sofit. The news sparked a jump in share value from \$61.377 to \$68,875 during heavy trading, 6 million shares changing hands.

Alien F1 Epic Marketing are to publish

Paolo Cattani's technically excellent racing game Alien F1. Epic have told us that they have supplied the author with the track information he needed to implement realistic race tournaments, and have encouraged him to produce an arcade mode to balance the "realistic" (read very very hard) mode. Alien F1 has garnered interest from all corners since Paolo Cattani sent the demo in as a readers' submission to CU Amiga, appearing on the cover disks of two other magazines since. We will do a full preview of we can get an update



A1200s on sale!

Wizard Developments were selling new Amiga magic packs at the World of Amiga show. These were some of the first new Amigas to be sold to the public since the collapse of Escom. Amiga International are planning on getting their remaining stocks of A1200s into retail outlets as soon as possible. For the full story of the WOA show check out the full report starting on page 12. Wizard can be reached on 01322 E27900

Ruddha Meets

Catweasel Jens Shonfeld of Individual Computers and Oliver Kastl of Elaborate Bytes have teamed up to produce the impressive Catweasel plus Ruddha card for Zorro II systems. The card has all the functionality of the Catweasel reviewed last month and 3 buffered IDE interfaces. The software package includes CacheCDFS and claims to handle all CD drives, hard disks, CD changers and removable media including IDE Zip drives.

Micronik Super Amiga! Micronik are releasing the infinitiv 1500 Z3 tower for the A1200. This comes with

the new Z3 board which has fully A4000 compatible Zorro 3 slots and video slot Most impressive is an A4000 CPU slot, which in this case will be populated with a PowerPC board.

Siamese Video HiQ have announced avail-

abity of a demo video of the Siamese 2.0 system including RTG. The £5.00 video includes a £20.00 discount voucher, so paying for itself if the viewer decides to purchase the Siamese system. Phone HiQ on 01525 2113267 for further details. http://www.siamese.co.uk

16Gb CD-ROM Epic sign Sony have announced the devel-

opment of high capacity technolohigh power blue-green laser, a holy grail of CD development for years. The system is described as

DVD is already on sale in Japan as a music and video carrying medium. DVD drives will start becoming available as a computer storage medium towards the end of the year. Sony view the new disc technology as replacing DVDs for video recording, while the smaller DVD should provide

any computer use in the immediate future. The new style discs will be

about the size of today's CD, but will be able to carry an entire motion picture in high definition video format, much higher resolution than DVD can manage.



Advertisers Index:	Select-a-Font
Weird Science1,7	Special Reserve
Evetech15	PD Power
White Knight Technology16	Sadeness PD
Wirenet19	Visage Computer
Care Electronics19	Owl Associates
Dart Computer Services19	Harwoods
Epic Marketing26	Analogic
Siren Software33	Gasteiner
First Computer Centre36	HiSoft
Wizard Developements41,67	Premier Mail Ord



CD-ROM Amiga Developer Network Goes Online

Filesystem and Mastering Update

the Amiga, has released maintenance upgrades for their AsimCDFS and MasterISO software packages. AsimCDFS 3.8 expands support to new CD-ROM drives and expands international language

expands international language support. MasterISO 1.25b adds the popular Philips CDD2600 CD-writer drive to its list of compatible drives for creating your own CD-ROMs.

own CD-ROMs.
AsimWare makes all of its
minor and maintenance
upgrades available to registered

ftp.asimware.com, www.asimware.com, or through their BBS at +905-332-9207.

users online at

One of the products of a resurging sense of unity between Amiga developers sparked at the Amiga '97 show in St. Louis is the Amiga Developer Network, maintained by North Alabama Society of Amiga Users webrasster Wayne Hunt. The ADN is now

online at www amina org/devel-

oper and is intended to be a cen

tral resource for Amiga software and hardware developers to share discussion, contact information, and new specification intiatives which have grown out of the initial meeting. A European follow-up to the meeting was arranged for the May WOA UK show to be chaired by Nova Design's Kermit Woodall. Watch CU Amiga and the ADN for the outcome of that event.

World-Wide Amiga's

Amiga Developer Network

Pangolin Releases Free GVP Rescue Open Laser Control Software for Business

The Amiga has always been good for "show control" – being used as the brains behind complicated light and sound effects machinery. Even to this day, Disney still uses Amigas in its theme parks. One of the pioneers in Amiga show control, Pangolin, has ceased its development for the

Amiga but has also released its Amiga laser show control software for free.

Technical support is, of course, limited for LSD1000, but if you're in the field it's cetainly worth a look. You can download the software from www.pan-

GVP Rescue, founded by a former GVP engineet, is dedicated to just that -jooking after your GVP products and offering repair services on the complete product line. It also has some new and refurbished GVP products at good prices. GVP Rescue will also repair A1200s and A4000s. Contact GVP Rescue at 910-790.

3465 or 73143 231@com-

Pretium 1.1 Released

IDD have just released the latest version of its Pretium personal checkbook and finances package. It's a fully integrated system, allowing you to print checks directly from your computer, graph money flow, and exchange files with Quicken and Microsoft Money on other platforms.

Money on other platforms. Version 1.1 adds expanded flexibility for tracking payments and payees, transaction sorting and the check printing and voiding options. It's also designed to work with any form of currency and is not hard-coded to dollars or pounds.

Pretium 1.1 is US\$54.95 and requires OS 2.x. Pretium is available from dealers or directly from IDD, 204 NW 25th Street, Gainsville FL 32607. A demo of Pretium is available on Aminet. IDD can also be contacted online at www.pobox.com/~idd.

PREMUM

ClickBOOM Announces Game Wish List

Continuing its role as the frontrunner to bring popular PC game titles to the Amiga. ClickBOOM has bunched a "game with list", allowing Amiga users to vote for titles that they would be interested in buying, were an Amiga port available. This market research may influence ClickBOOM's future projects, although no specific plans have been announced other than theupcoming release of Myst for the Amiga. So far, over 1500 Amiga users.

as of this writing, the list is less than two weeks old. ClickBOOM allows up to three votes on any game you choose. You can reach ClickBOOM's page at: home.ican.net/-clkboom, or mail them a list of three games at PXL Computers, Box 969, 31, Adelaide St. East, M5C 2k3 Toronto, Canada.

have had their voices heard and



GamaSoft Announces Dealer Alliance

GamaSoft, a growing Michiganbased Amiga distributor, has just announced plans to launch a "Dealer-Direct Network" to offer special promotional incentives to participating dealers for software titles GamaSoft distributes. Presently, GamaSoft handles North American sales of LH

the exclusive North American distributor of the Finale Development line of products. GamaSoft's contact, Ted Wallingford, can be reached at: twalling@pantheon.macomb.mi.u.s, or you can telephone the company on, 00 1 313-365-8414.

Legacy To

New Amiga videotape magazine Legacy, will include the serialised video, Dave Haynie's The

Deathbed Vigil, a video of the last days in the Commodore offices, in three 1997 issues, and will include hitherto unseen footage. Legacy (the first issue will be released in June), will include over

an hour of Amiga news, reviews, and information in each issue on VHS. Plans for European distribution have not yet been completed. US subscriptions are being taken. Contact Legacy at 773-465-

www.xnet.com/~jcompton/lega cy.html for more information.





An Ideal Combination

Amiga and Internet

air

ed

ed

96

VS.

ga-

Your Amiga is ideal for connecting to the Internet. With its efficient memory usage and full multitasking, you can send email, download files and browse the World Wide Web at the click of a mouse.

Wirenet and U-Net

Make an ideal combination. Wirenet are committed to providing dedicated internet support specifically for Amiga owners. U-Net are a major, national provider of internet connections.

■ 100% UK local call coverage at 33.6K/s (with 56K/s imminent) A comprehensive software pack with easy installation

Your own hostname on the Internet with an unlimited number of email addresses

More than 23,000 newsgroups, with a fast, up to date feed

■ 5MB of web space, for personal or business use

- Amiga dedicated support from Wirenet, with additional network support from U-Net

What does it cost? £14 to join and either £14.25 per month or £115 per year. All inclusive, no VAT, online charges or anything else to add. This covers full access to all Internet services, Email, News, WWW, FTP, IRC etc.

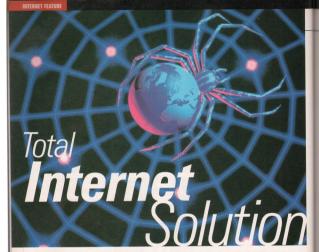
Call Wirenet now on 01925 496482 for full details



Wirenet Amiga Internet

39 Larch Avenue, Penketh, Warrington, WA5 2AZ Tel: 01925 496482, Fax: 01925 791716, WWW: http://www.wirenet.co.uk, Email: sales@wirenet.co.uk





For Amiga owners who haven't yet signed up to the Internet, there's a whole world of news, views, hard-edged facts, and even the dreaded infotainment waiting for you. And now it's easier than ever to get connected, thanks to CU Amiga's special offers.

Internet but, frankly, the Amiga users who are on the Net are far outnimbered by those who aren't. And after analysing our reader are not a second or the second of the control directly, we think we understand why, in the past, Amiga Net of the was complex, explinations were technical, and it was never wey deer reader what the second or the second of the control a problem with cost. We hope to make things easier that time, with the definitive explanation and a cheap, dead easy method of petting you Amiga critine.

veryone may have heard of the

Before examining what we can do wit it, let's explain in basic terms what the Internet is. Going on the Internet means connecting our Amigas to a world wide network of computers. The important words in that sentence are "world wide" and "network". The Internet spreads to each and every country in the world – but don't worry, you should only pay at local rates. The network aspect

means that any computer on the Internet can send and receive information of any kind to any other computer on the Net. The speed may vary, but, from your point of view, there really is no difference in communicating with someone on your street to someone sitting in a shed in the middle of a bizzard.

"Someone" because the

in the Antarctic

vast bulk of computers on the Internet at any one time are personal computers, just like your Amiga, with a single person the loternet in more or less the same way.

the internet in more or less the same was th





Just like you, there are millions of people that use the services on the Internet. Even though they may only be connected to the Internet for a small amount of time every few days. Before we get to grips with the technicalities of the Net. it's important to comprehend its size. If we must employ an analogy, it would be that the

ony Ben (you know who you are) ;-

Internet is a huge, almost instantaneous post office that spans the world. This post office places no limit to how many letters you can send or receive, or to where and to whom you may send them.

In fact, the post office breaks everything up into tiny addresses written on them. patched every second, and the post office" reads the addresses to deliver the letters to the right letter boxes. But there's much more to be done world of information, services and comvaluable aspects of being on the Net. Honefully the analogy has illustrated what an amazing thing the Internet is now it's time to

delve in a little further. E-mail E-mail is probably the best-

known application of the Internet. In fact, the number one bonus of

getting netted is that you get an E-mail address. From then on, you can write letters to millions of people in every country; it costs virtually nothing, and your letters arrive in a matter of minutes, rather than

days. Perhaps you don't know anyone with an E-mail address? Lots of public services have them You can write to television stations, newspapers, magazines (like CU Amiga), the Met Office, the police, your local MP even the Pone has an F-mail address! Closer to home there are

thousands of Amiga users with E-mail addresses. If you don't know anyone locally who can help out with your Amiga problems, or

just talk about the Amiga, then there is no better

way to find someone

than via E-mail.

E-mail is even cheaper to use when you consider that it's not necessary to be connected to read and write E-mail. Just link up for about 30 seconds to pick up your mail. Then hang up and spend as long as you like composing replies. Another 30 seconds or so on is all it takes to send out a whole batch of replies. Quite obviously, this is more cost effective than actually using the voice telephone!

World Wide Web

The World Wide Web (or WWW for short) has to be seen to be believed. If you have access to CD-ROM then it's likely you will have had a taster of what it's like, with the WWW pages we put on every cover CD. The basic concept of the WWW isn't hard to explain, but the sheer size of it makes a CD-ROM look like a pimple on a fly's bottom. By using an Amiga Web browser, we can type in an address and, shortly after, view a document - one that can be laden with pictures, tables, sounds, information entry forms, search facilities, and a very

great deal more. Any document on the Web can have "links" or "iumps" to related pages or documents - despite the fact they may be in a completely different computer or in a completely different country. In all honesty, you can find anything you want on the WWW. If you're interested in it, simply go to a Web search page and look for it. And vou'll find lots and lots and lots of institutions officially dealing with whatever it is you are interested in, not to mention individuals personally interested in your topic. You'll find information, specifications, home shopping, hints, lokes, and debate. All it needs is a click and you're there.

munication that the Internet has to offer. Hosted by ritex elopment Tools

WES WIDE MEDIA The world's first truly international advertising year

To subscribe to the ChipDr mailing list, send a message to <u>interviolately.com</u> with in the body subscribe chipdre.

(A mailing list is a news group via email. It's for the and after you have subscribed you'll get and one of the chipdre of the THIS will become the new index page, let me know what you think of it



s. just on to e way.

an

picture of an incoming E-mail folder in MicroDot II. The little "R" symbols represent

E-mails that

have been

realied to.

out Signature PRIV OFFigure Nail 18 (20) weedpoorty, S. rote & Current Private Private

population ident.co.uk)

V Guardeary.net)

Add.d.C.d.old) Arrived Machanday, 13:28:11

Add.d.C.d.old) Arrived Bolested

arrived Machinestay, 13:28:11
Sarchived Speleted
1200. The layout is not perfect.

Next convectory to the 100 interface need "which we have a little. The Zoro board looky need they be a little. The Zoro board looky need they are leading too such tispecially the 100 now, They are real't loser products, DMD.

Now that 15 garcage!

Mind of Cwell, yes.) I can email you discb-III if you like. It is missing one or two Final Features, but only a week or so exam.

FOTT BIT STOPP SHIPLE FORM BOY DEAN ASSAUCH BANKS FOR

Signing up with Wirenet

This is your chance to get hooked up to the Internet and save money. For this special offer, we have chosen Wirmenst, an Amiga-specific provider with software and know-how tailored for Amiga owners. In fact, Wirmenst and the special owners are the special owners and the special owners of the Wirmensternet with the special owners of the Wirmensternet with the special owners of the work of the Warrington-based Internet outfit with the distinctive u-net.com tag

addresses.
Here's the deal. Normally,
Internet providers charge for
connecting and then around £10
a month in additional fees.
Wirenet have waived the joining
fee for CU Amiga readers – £30
gets you three months service up
front. If, at the end of that time,
you wish to discontinue the service, you may do so without

any further obligation.
For details of how to
connect to Wirenet,
please see page 9
of this issue. The
NetConnect Lite
package on the
CD-ROM is
specifically
tailored to work
with Wirenet.

There has never been any thing like the WWW, and arguably it's the greatest advance the human race has seen for a very long time, fou can be part of this and makes your own web pages — then millions of people all around the world can visit them. This is no idle exaggeration, it's absolutely true, and it's there for the taking. The question isn't is it worth it?', it's "How can in to be a part of this?"

Other things to do

Internet Relay Chat

A more costly but distinctively rewarding activity is Internet Relay Chat. When linked up, it's possible to chat to someone here and now or in "real time" as it's technically known, it's not limited to one person, in fact it's normally used by many people on a single channel. You can talk publick, so everyone else can see what you have to say, or privately, so they don't. It's a financial metallic metallic modernic muster function must find the modernic metallic meta

Account and a second and a seco

▲ FTP gives us access to the Aminet with its eigebytes of Amiga programs.

tainment value, or to instantly meet a group of like-minded people. The everbusy Amiga channel usually has 10-30 people, and someone there probably has an answer to that question that's been nagging you.

IRC Earl for everyone though – it's easy to lose track of time and run up a considerable phone bill if you use it enough. Many people who use IRC limit their visits to the weekend special rates, and budget for how much time they may spend chargo or it. As with all internet activities, you can use IRC at the same time as using any of the other aspects of the Net.

File Transfer Protocol

You can ward files visit the WWW but it's to get files? Well, wouldn't you like to lay you hands on any time of freely distributible software for your Amage. There's you hands on any time of freely distributible software for your Amage. There's state about it. Then there are regular commercial CDs containing the recent additions to the Aminet in Hagina being able to search an entire severe digapter archive thousands of length descriptions of the packages written by the suttons?



▲ Internet Relay Chat (IRC) let's us talk to many other people at the same time, in real time.



No TCP/IP Stack



A Seen here is Yoyager-NG. The bottom frame contains the documentation for the NetConnect package. Right-mouse-click over this and select View Frame Full Window for in an in-depth guide to the software.

Downloading is actually really easy with a File Transfer Protocol program, or FTP for short. Even if something goes wrong when downloading the file, it's possible to resume the transfer later on. Forget about buying disks from PD houses or trying to get software off your friends, if it's Amiga it's freely distributable on the Aminet, even if just in demo form. It's an incredible resource that clearly sets the Amiga apart from other platforms. The Aminet is the world's largest archive of freely distributable software on any platform and it's all

Usenet News

This is a kind of cross between IRC and E-mail. People write messages into a 'newsgroup'. Anyone else can scan a newsgroup, read its messages and post reading popular groups with hundreds of postings. So things don't get lost, newsgroups use an intelligent threading method, so that messages of the same

Amiga Says something, doesn't it?.

follow-ups. There are thousands of people topic appear grouped together. It's only

NetConnect Software

'Lite' version. Please note that this free version does have a couple of limitations:

our version of NetConnect Lite

On offer to CU Amiga readers, th full version of Active Software's NetConnect Lite costs £44.95 (normal price is £59.95). But you don't have to upgrade. You could consider using other software su

not cheap, it is a complete Internet package containing full versions of the very best in Amiga Internet software. The package you choose how much you plan to use your new Internet connection. We'll explain matters in greater detail on the CU NetConnect E-mail mailing list, which you will start receiving as soon as you sign up with Wirenet. Floppy disk users, please see page 9.



undated every few days with the latest up-to-the-minute news

necessary to scan the topics and enter those that

interest you Messages can be posted to several groups, or to just one. There's no need to manually post to each - news clients will allow you to send a message to several groups. News can be read/written online or

offline. It can still be quickly read online because only the subjects of the messages need downloading, the full articles are only downloaded when you choose to read them

All of the postings of particular groups can be entirely downloaded - so that it's possible to go offline, read them at your leisure, and reply at length without worrying about the cost of phone bills. Again, going online is only needed to post replies. The Amiga is extremely well

represented in Usenet. The groups inside comp.sys.amiga include audio, datacomm, graphics, hardware, misc, marketplace, programmers and so on. The full name of misc would be comp.sys.amiga.misc but Amiga users often abbreviate this to csa.misc. As a forum,

comp.sys.amiga.hardware is probably the best area for help on Amiga hardwarerelated issues that you can find. It's filled



A The search function in AmFTP is invaluable for searching the Aminet.

isits get isina

nt to le to



participants in groups from alt.comedy.british.blackadder to york.psychology.course with alt.tv.babylon-5 and alt.fan.tonya-harding.whack.whack.whack somewhere in-between.

Modems

Now you know what's in the Internet for you, what does it take to get on? Simply put three things together: a modern, some software and an Internet Service Provider (ISP) account. Moderns are actually the sampe, although they do have varying speeds, depending on the cost, and a branded modern does tend to be more reliable to a degree, as you would expect.

reliable to a degree, as you would expect. Modern stands for Modulator and, put simple, converts DEModulator and, put simple, which can be transmitted backwards and forwards and put the modern is, the more data it can move over a telephone line in a given time, meaning you seed to be on the price of a shorter than to sendificative a given around of the properties of the properties

The only kinds of modern we should consider are 14K4, 28K8 and 33K6 moderns. The higher those numbers, the faster a modern is, for example, a 14K4 moves data at 14400

oyagar Configuration General Your chail address: Joe0bloggs.u-net.com ann Colors Your real name: Joe Blooms All Images Organization: Joe's used goods MEM Fastinks THTP (Hail) server: Hail.u NNTP (news): news.u RESK NAS Cache (3) Security News anni Mail/News Telnet app: AnTelnet xh xp MINE MINE Cancel

A Den't werry that year windows den't quite look like this, this shot shows a heavily customised MUI system. This window is Yoyager's canfiguration which will also need to be altered so it works 100%.

for an Amiga, thankfully, are the internal Any external modern is guaranteed to work unless it's known as a "Windows modern" specifically rather than a simple windows compatible modern. A serial lead will come with any modem and, again, will plug directly into the rear of every Amiga, bar a and outs of getting a modern to work Nowadays, things are much simpler and there's hardly a modern available that doesn't have a suitable configuration. If you want to be absolutely sure that no problems occur you might like to consider picking up a modern from Active Software who guarantee it will work with their NetConnect software. Their prices on 28K8

net. Contract software it melin places on izose. Convent the modern is provined by the ACDC plug pack that's plugged into the Amiga six the provided serial port, all that's needed then is to plug the machine into a phone socket. Also provided will be a leaf thron the back of the modern which will plug into the plug the modern will plug into the plug the provined will be a leaf thron the back of the modern which will plug into the plug the modern plug the plug the plug the plug the plug will need to ensure that you do you will need to ensure that you don't have been supported to you will need to ensure that you don't you will need to mind you will need to you will need to mind. phone on the modern then as it switches off the handset when online.

Obtaining NetConnect

Depending on whether you have the CD or floony edition of CLI Amiga, the way to install the provided Internet software differs. If you have the CD-ROM, all that's needed is to run the NetConnect installer inside the NetConnect drawer in the root of CLICD12 Skin to the section on installing NetConnect. Readers of the floppy disk edition will need to obtain the CU Amiga 'Lite' version of NetConnect software from Active Software. Highly compressed it still needs five floory disks, but Active Software will send the package at a cost of only £1.50 including postage and packaging. See their advert-Software on 01325-352260. There is another option and that is to use a modem terminal package to download the CU NetConnect Lite software from a Bulletin Board System (BBS). These are Amigas, not on the Internet but connected to a modem permanently so you may dial in and use their system. For details on how and where to download the software from, see the coverdisk instructions on page 9. Be warned: at 4Mb in size, it can take up to half-an-hour on the phone to download, and longer with a slower modem. How you choose to obtain the software is up to you.

Installing NetConnect

After clicking on the Install NetConnect icon, you will be prompted for the components to install. All of the check-boxes will be checked. Leave them like that unless you already have a working MUI 3.7 or later installed, in which case uncheck this box. MUI is a system for drawing program GUIs and most of the components in the NetConnect package utilities.

Next, you be asked where to install the NetConnect package. It will automatically create a directory called NetConnect so



it's only necessary to choose a hard drive such as Work (it will need over 8Mb free at least). In the same manner, if MUI is checked, the installer will also ask where to put it. Again, any drive that has enough space is adequate.

After much copying from either the Co from the temporary directory (if the archive is obtained from elsewhere), the installer will finish by running the AmTCP preferences program. If this doesn't appear, or you see a message about MUI not being available, repeat having checkeller will ask if you'd like the start be to be esttued from WBSstrup. We recommend you say 'yes'. If you like, you can alway dright preference icon out of whe

Thankfully, you've only a few simple tasks before you can get cracking on the Internet. First, select the user page by clicking "user" in the left bar of the prefs. Assuming that you have obtained the account with Wirenet, you will have aready negotiated a so-called hostname. You can choose this yourself, although Wirenet may ask you to change it if it con-

into the box marked Login Name. If we were on Bloggs and we've organised 'bloggs' as a hostname, we'd put bloggs in this box. Next up is the password given to you by Wirenet. Keep his to yourself of course, and bype it very carefully as you won't see what you are typing here. Now put your E-mail address in if your hostname was bloggs then our address would be
user of the course of t

e: Playstation game spring Re: Playstation game spring

94897 fext of the ICOA presentati ICOA Phase 2 Ightweight Res WOA - my 2 pence

ION
belivery reports about your
letConnect
Re; NetConnect
uas bored (forwarded wron
Re; i was bored (forwarded
le; Aniga Ethernet Card Cho

for thought! Hello Hello

JESS Patro

Q00 Colors

Signatures

InstallisetConnect		
Select direct A drawer ca	tary where to insta 11ed HetConnect wi	11 NetCoanect 11 be created
Audio AZSPELL CLI Comms Delfina Dounloads		
Selected Drawer		
	Leopers	
Proceed	Parent Drawer	Show Onlives
Mate How Draw	er &	bort Iestall
He Ip		
and the second file and beautiful file and the second second file.		

A Left: the NetConnect installer first asks which components we'd like to install. Right: next, where we'd like to install it. We'll need at least 10Mb free on that drive, it's a big package!

address... <user> can be whatever we like, Mr Bloggs would probably choose joe@bloggs.u-net.com being the great innovator that he is. All that remains is to fill in the real name box and then the organisation.

That is it Just press Save and it's all done, You might like to try a reset now. Hopfully your Amiga will rebot owth an Internet Dock start bar appearing on the Workbornt. Each of the loons activates major functions. If you forget what you will not look and all you will not look and will be a look and all you will be a look and all you have been and all you have been and all you forget what will be a look and all you forget what will be the weecneds and all you have been and will be a look and all you have been and will be the week and the like the like of the like which will be a look and a look a

E-mail is really important – with it you can safely receive the CU Amiga NetConnect mailing list! From then on we can help you with any of your other problems. So first off, click on the E-mail icon, and Microdot II should appear. No

Type of connections @ Internet (POPY/ESHIP/NHIP)

OH Lib lp Cancel

(E)SHTP (relay) server: mail.u-n | NNTP (news) server: | news

Polete Hall on server? V authentication method: @ User/Pass

When fetching articles only get headers uniting the confiling of both headers and bodies (Offiling)

choose General Settings from the settings menu. The first part is easy, just make sure your real name is correct.

sure your real name is correct.

Now click on Network or the left.
Everything should be set up more or less
correctly — but you'll need to enter your
password. Check on the delete mail from
the server check box, making very sure
your E-mail address is correct in the
your E-mail address is correct in the
your E-mail address is correct in the
sort in use of the setting of a box, doubtlecheck it with the screenshot at the bottom
of the page, the settings should be the
same apart from your specific details
which are your poog account, password

and E-mail address.
Finally, click on the left-hand signatures
icon. Type your name here (and anything
else you like), and this will appear at the
bottom of every E-mail you write.

Browse freely

Now what would an Internet suite be if it id in't have a Web browser? NetConnect comes with the brilliant Voyage-NG browser – currently one of the two most capable browsers on the Amiga. Voyager is especially important as it has in-depth documentation on all of the elements of the NetConnect package. All you need to do to run Voyager is click on the Globe in

First of all, V will be split into three frames. There will be way too little of the browser to view the documentation properly. Move the mouse over the bottom documentation frame (not over the NetCennect picture) and press the right mouse button. A Frame Operations menu will pop up right under your mouse button. Move up and select View Frame Full

Window. Ah, now it's much easier to read the documentation. It's here we'll leave you as there's no point in going over what is already

documented in great detail inside NetConnect's excellent Web manual, complete with pictures. We highly addition that

you take time to study the various aspects of the package and hope to see you on the CU Amiga NetConnect mailing list very soon!

Mat Bettinson

the

ect ompoes will less or k this ogram n the

ogram n the all the tically t so

-



drawings depicting nudity and / or sex acts.

ANIME BARES (18)



1.6gig - £199 3.2sig - £289 AMIGA 3.5"HARD DRIVES



well over 5,000 Magic WB looms. Over 600

MAGIC WORKBENCH ENHANCER V2

Sixth Senth . 629.99

ROMS

Adult Sensation is possibly the Amiga's largest selling adult title. It features over 4,000 high quality 256 colour images of the "adult" nature, image viewers and covert-ers are included for any Amiga. (OVER 18.ONLY) Adult Sensation 2 not only contains 4,000 new colour images but also includes tons of adult related samples, adult music modules, tonnes of adult stories, blacklin

70's photos, adult games and more. (OVER 18) Sexy sensation, this CD contains around 2,000 specially chosen high quality BMP & GIF Images, Viewers & graph ic converters are included for easy and quick access to any of the pictures on any Amiga. (OVER 18)

Adult Sensation 3D actually contains over 2,000 true 3 Dimensional colour images. 3D viewing software and top quality 3D glasses are biso supplied. Available now! Adult MENsation is a collection of unique images of the male body. This CD-ROM has been compiled to forfill the hundreds of requests for a CD dedicated to the ladies.

Very easy to use. Okay on any Amiga.



Inter-ACT" feature which allows you to interact with certain subjects like: Draughts, etc.

A mount

MODEN



· £24.90

256 colour AGA Arcede a

Testament - £24.99

House Alberg to Eygon

House Alberg to Eygon

House Alberg to Subjects

House Alberg to subjects

House Alberg to Subjects

House Laberg to Subject to Subjects

House Laberg and and over 200 samples

House Alberg to Obsourimon plactures

Annual 4,000 obsourimon plactures

Annual 4,000 obsourimon plactures

Annual 4,000 obsourimon plactures

House Alberg to House Lipida plantations

The Laberg Laberg Laberg Laberg

House Laberg Laberg Laberg

House Institute Laberg Hall-break

House Laberg Laberg Laberg

House Laberg Laberg

House Laberg Laberg

House Laber

National anthems and different music.

*Import new subjects
from the Internet or from floppy disk.

*Export data to printer or file.

"Export data to printer or file and use it in your own projects "Kids Explorapedia Eight kids" interactive play-about sec "Enhanced apsect froetlity improved apsect mythesis "Subject creator Creats your subject data "Netwerk compatible Can be not through a CDTV (Parnet) Can be not through a CDTV (Parnet)

REPLACEMENT WORKREW 63.00 WB1.2 (Edisks) WE2.04 (36)683 net set one reduced Aminet set two reduced: 19.99 WHAT ILEGAN net set three 34.99

Aminet 16 Aminet 18 Amiga Repair Kit Co Amiga Developers CD Print Studio Pro Meeting at Pearls 4 Mods Anthology (4od) DONE SETUP SOFTI

AVAILABLE FOR ALL AGA AMIGA's (with 4mb+ ram & Hard drive)



THE EPIC INTERACTIVE ENCYCLOPEDIA '97

by is supported by a series of map WORLD ATLAS AGA LIGHT-ROM CD-ROMS



> NEED SOMETHING? AMINET *4834.9



A600 HD Setup & Insti CO-ROW DRIVER SOFTWARE

Stani DE Drivers









ASSASSINS GAMES 3 AMINET 18 AGA EXPERIENCE 3 wing (D-2011 Choose any of the following PEE with every E25 you spend: pend E25 choose one free (D) pend E50 choose two free (D's etc.





What Went **VVrong?**

It's hard to believe the Amiga was born as long ago as 1982 - when the dream emerged quite literally from a dentist's surgery. But ever since then, it's been bounced from one parent company to another, in a crazy, nightmare roller-coaster ride, with huge ups and long, long, long downs.

e asked several of the leading lights in the Amiga scene for their views on where everything went wrong. How come the of every man, woman and child on the planet? Who botched it, and why? Was it down to incompetence or was it greed? Or was it down to sheer bad luck?

1982

The year was 1982, and the Atari VCS was was making companies zillions of



the Nintendo 64 of the day. Playing Space

dollars whilst, in the UK, Uncle Clive was preparing to post us old folk the first 16K ZX Spectrums Invaders at home Meanwhile, in America three dentists had \$7 million burning a whole in



to make an investment in the infant video games market. They formed a company called Hi-Toro, which later (thankfully) changed to Amiga, and took on

▲ Uncle Clive's ZX81. Built with the mass market in mind but failed to take off in great numbers.



▲ 1983 saw numerous releases: Mattel's Aquarius, the Atari 6001 meanwhile Amina Inc were busy...

chips to provide unimaginable graphics and sound. In Silicon Valley, while Amiga built joysticks as cover, the Amiga Inc. team got busy. However as the video game boom

faded the killer games console started to grow into a computer: a disk drive here, a schematics. There was even a hardware PC emulator and digital telephone answer-

Why not save trouble and make the Amina totally PC compatible computer to Jolyon Ralph: "At the time it was the only choice the 80x86 family did not offer a protected mode 32-bit memory model that was essential for a multitasking OS. It

wasn't until the 386 CPU that Intel finally had a processor capable of running a realistic multitasking OS, and that OS didn't appear as a mainstream PC oper-



The choice of a Motorola processor meant PC compatibility was never going to he easy. Was the 68000 a mistake? Jim Hawkins: "Not really. Motorola chips are more elegant and in most cases deliver a lot more output per input. Apple still use Motorola chips, and although they're doing hadly at present, they still have substantial market share. Users don't give a toss what's in the box. They want applications."

1984

Although the custom chips hadn't been finished and only existed as huge breadboards of stock chips and wiring, the heart of the machine was ready to be shown at the CES Show in January 1984, Although hidden behind a partition, visitors passing up a nearby escalator could catch glimpses of an amazing machine: the Boing! demo was



unlike anything anyone had ever seen before. Unfortunately the video game

market was failing hadly. Even Atari had made a few expensive mistakes (such as the ET cartridge in the desert escapade) and been bought by an ex-Commodore Tramiel. But Amiga Inc. was also in trouble, and need external investment. The decioriginal Lorraine looked like being a lifeline.

After a lot of fun and games with Atari, it was finally Commodore who stepped in . at the last minute with the money necessary to complete the project. Amiga Inc. could continue development.



1985

Commodore-Amiga made some changes to the Lorraine (the modern vanished, . memory was doubled to 265K and double sided disk drives included as standard), but in June 1985 the Amiga 1000 was launched at the Lincoln Center in New York, with the aid of Debbie Harry and

Gone was the pretence at games machine, this was a workstation - before the term existed. With a unique modern PC-style case which could house an external keyboard underneath and that special coloured tick badge, the A1000 looked



▲ Glad to be grey? The all-singing, all-graphic Amiga made the C64 look ancient.

special There was a two-button mouse, a 14MHz Motorola 68000 processor, 256K memory expandable to a whopping 512K, and a graphics display which could not only be genlocked but also offered a dazzling 4096 colours on-screen at once. And as for the operating system, no-one had seen a graphical orientated multitasking interface like it and the digital sound and speech synthesis made the current 286 PC look like a joke. However, serious errors were already being made.

Jim: "The core problem goes right back to 1985 and a failure to seize the high ground for business and 'productivity whilst paying lip service to it. We know from people who were at Apple at the time of the Amiga launch that Apple thought the Amiga was going to slay them. As soon as they saw that Commodore were half-hearted about the "serious" Amiga, and thought they could clean up much more quickly by promoting the Amiga as a C64 on rocket fuel, Apple and presumably IBM relaxed and went about making lots of money. Commodore ended up with a machine that fell between all stools and was consequently hard to

market to just about anybody. In the States, they gave up on the games and business end and effectively handed it to NewTek to sell lots of Video Toasters, fly around in Lear jets, and behave like fiveminute rock'n'roll successes. The UK ruthlessly targeted fourteen year-old nerds and sold a lot of A1200s to their mums and dads. The Germans used the higher end machines, presumably to design BMWs in their bedrooms."



▲ In the UK a £400 dream games machine, in the US it sold lots and lots of NewTek Video Teasters.

1986

The Amiga 1000 was cool, but it was also expensive. Work started on the successor. the A2000. Two teams, one in America and one in Germany had designs, but the German A2000 version is the one that succeeded. Was the management at

Commodore interested in the Amiga or in the money it could

make? Jim: "If we assume that the general hardware and OS concention were good, then there's nowhere else for blame to rest than with Commodore US. The Commodore Board and CEO seemed to misunderstand just about everyamazing consistency. They had a very good hardware and software development team, and in their anxiety to chase the nearest buck they steadily allowed the Amiga's head-start over the Mac and PC to be eroded

There were other forces at work too, not least the growth of the PC compatible. Jolyon doesn't lay the blame solely with the Commodore bosses: Jolyon: "No. the Commodore management wasn't entirely to blame. It was because of the ment of Microsoft by Bill Gates that all rival

Even the once-mighty Apple is now a mere shadow of its former self despite doing all the 'right' things - adopting PPC technology early, enhancing the operating system, keeping up with modern technology and making their

machines affordable Gates has twisted the world market into his model so successfully that if the computer doesn't run all the Microsoft

applications then no-one wants it." As Teijo Kinnunen, points out, a lack of

software didn't help: Teijo: "The management contributed a great deal to the failure of the Amiga, but there were probably other factors, too, like the lack of serious business software and support from many major companies."

1988

systems suffered.

Tramiel was a sore looser, and tried to regain control of the Amiga by claiming in court that the Amiga was developed with

the money lent by Atari. The legal challenge failed.



1987

The A2000 and A500 were launched The A2000 came in a huge box with many internal expansion slots. In response to the growing dominance of the IRM-PC clone, it was even possible to fit a special "bridgeboard" and use PC-style expansion cards.

The A500 was launched in the UK on the 12th June, and did away with the expansion slots (besides a "trapdoor" side) to form a complete, single box unit It sold for F597 and against its deadly rival the Atari ST it looked over-priced, but extremely sexy.

A Commodere's market share-winning bundles.

1989

The Amiga's unique custom chips were Agnus: capable of addressing twice the amount of Chip RAM - a stunning 1Mb. But the Operating System was slow in changing. Why was it stagnating? Jim: " It was strangled. The last few years of the Amiga saw a steady focus on the stupider end of the market, and since most games were throwing the OS away anyway, why spend money on WB4.0 ?"

Jolyon: "Commodore lost too many good people towards the end, to Scala, to 3DO and to anyone else that would pay them. Microsoft figured that, as they had a captive market, everyone would have to catch up with new hardware, and they were

Nowadays, the minimum requirements for an operating system, if it is to be taken seriously, are drastically higher than before. Things such as networking, quality

printing, disk recovery/repair, support for latest generation devices, object-oriented layout for development - all these things are taken for granted in a modern OS. The Amiga OS is so far behind on all

these things that nothing bar a straight rewrite would remedy the situation, and if we're rewriting AmigaOS, it might be a good idea to remedy the design flaws in the low level architecture (particularly graphics/intuition), and start from scratch."

1990

Overdue it may have been, but the A3000 was launched complete with the all-new Workbench 2.0. Out went Orange and Blue and 68000s, in came Blue and Grey and 68030s. The A3000 was the first 32-bit Amina and came nacked with features. A SCSI interface as standard, the ability to use standard SVGA monitors. It was fast, sleek and many Amiga users today still rate it as the best Amiga ever made.

day. At a staggering £699, the CDTV was a 1Mb A500 and CD-ROM player in an extremely smart black box. Ahead of it's time it may have been, but "overpriced

and lacking in software" is what it was described as, and it sank horribly (Existing Amiga owners got the A570 CD-ROM to play

Jim: "The CDTV was rushed out to beat CDi. It should have had AGA and fast RAM

and a faster processor. But it was engi neered to a price that dictated an underpowered machine. But it was in many other respects a far better unit than the CD32, and with more money put in could have been successful. Still, it was no worse a disaster than CDi, and a hell of a lot cheaper."



A Black and sexy, shouted Commodore, It's overpriced and the software's wrong, said everyone else.

The A500 ceases to be (although the A500Plus appears as a "limited edition" for a short while). The A600 was launched for £399. It was cheaper to make than the A500 (using Surface Mount technology) but offered less expansion and lacked a numeric keyboard. Three months later the price of the A600 is dropped to £299 and a lot of users are very unhappy. Jolyon: "The decline of Commodore was

the fault of top management. They were fanatical about making Commodore a \$1bn company. It was their dream and they totally disregarded all other business decisions to do this. They employed more people, they went after markets that they didn't need. They scrapped their most successful computer ever (Amiga 500) and then they released a new model (A600) that no-one wanted."



FFATURE

IGA 120

1993



A4000, A2200, A600, A500, A2400, A300+, A1280... would you believe the market was confused?

Rumours of new chipsets were partly proved to be correct, with the launch of the A4000. Featuring the AGA's 16 million colours, the A4000 was the first Amiga to use the massively powerful Motorola 68040 processor, although a cheaper 68030 version was also available. Exciting as it appeared, the A4000 was far from perfect though. Jolyon: "The A4000 was originally

designed as an ECS Amiga, and the A2200 and A2400 were designed as a cheap replacement for the Amiga 2000 which would have had two Zorro slots, the A2400 four. It was a mid-range machine designed to sell for a few hundred pounds, with the Amiga 3000 remaining the high-end machine.

of AGA, the A2200/2400 board was hacked to include the AGA chipset to produce machines for early developers. These were meant to be called the A3200/A3400.

With the advent

although only A Ry Christmas 1993 the the A3400 was ever made in any quantity. It was never intended as

a production machine, only as a small volume test computer system for games developers. The design was lousy, the chin RAM hus was slow, the CPU card system was the same as on the Amiga 3000, which meant the CPU couldn't sneed, there was no SCSI, only CPU-driven IDF which killed CPU performance during drive access - a total disaster for multimedia.

But this didn't matter because it wasn't intended for production, just for a few games developers. The real machine was the Amiga 3000+. This was based on the A3000 motherboard, had AGA, fast SCSI, had the new DSP technology for sound and modern, networking, and fitted in a standard Amiga 3000-style case

Unfortunately, in one of Medhi Ali's less clever moments, he decided that the

A3000+ would cost too much and scrapped the project, leaving Commodore with no alternative but to go into production with their cobbled together prototype system - the Amiga 3400, or as it's now known the Amiga 4000." Jim: "It was a dire design controlled by a

PC-orientated head of engineering. It looks horrible, compared to the A3000. When it was unveiled to a bunch of developers including me at Maidenhead we simply couldn't believe that they'd left the SCSI off. They managed to achieve some appalling hardware timing problems. It was horribly expensive. And to produce this they ditched the A3000+, which was a great design and would have been the first perfect Internet machine. As usual, we could see the American technicians and software support people trying to praise it through gritted teeth; again, they have been ignored, patronised, abused, and generally treated like garbage. The only good thing to be said for the A4000 was that it was a bit faster than the A3000 and had AGA." The Christmas market was lost in confu-

sion, as the A1200 started to appear on shelves. Outclassing the A500/600, it was the machine to own - if you could find one The A1200 was one of the best Amiga's ever designed, taking the A500 approach but cRAMming in as much as possible. A 68020 was fitted as standard, the IDE interface was now starting to look like a good idea, and the new Workbench was showing Window's users what a bit of intelligence and some custom hardware could achieve.

1994

A miracle of cost control, the CD32 was so very nearly a world beater. Riding the second video game boom wave, it could have been massive, as it included the internals of an A1200 and a double-speed CD-ROM drive at a sensible price. However, no matter how much Commodore depended on it to change their fortunes, success was not

Jim: "It was never going to be. It was a last-ditch panic by the management. very silly cost-reducing design screw ups. They knew that only the CD32 could save Commodore management really believed

them. That confusion ▲ The CB32: "Commodore really believed the

games houses would rally round it."

1996 last act with CD32, which

between serious and silly that started in about reached its

was too little. too late, and had some

the games houses would rally round and save the day through the CD32... actually they mostly said "goodnight" and bought more PCs. Jolyon: "The CD32 hadn't been out long

when news of the Playstation was leaked, and people waited for the PSX, or even for

In March, Commodore admitted to financial problems, linked to poor sales and their disastrous foray into the PC market. In April, staff were laid off. Finally, Commodore went bust, and the liquidators moved in. Proceedings were based in the Bahamas for "legal reasons".

nted ngs all atch."

4020

1995

After a long wait and a lot of rumours. FSCOM purchased the Amiga. They created Amiga Technologies, and announced a new Tower-based A4000 and the restart of A1200 Both machines anneared in limited numbers by the end of the year, and for once it looked as though

..... things might be going right for a change. lolyon: "AT were a nice hunch of people. but three people working in a hut in Germany can't resurrect a computer system as far behind as the Amiga was. They were given a difficult task. Sell a computer that's three years out of date for £100 more than it originally cost

into a market where no-one's develop-

.....

ing games for it any more Frankly it's a testament to their

skill that onld



1996

After financial problems, most of them associated with a huge and rapid expansion of High Street PC shops, ESCOM go bust in July. Viscorp make known their desire to purchase the rights to the Amiga. At a press conference in Toulose, they announced their plans to support the Amiga computer and to use it as the basis of an Internet-friendly "set-top" box.

1997

More delays, more rumours and worse to come: Viscorp fail to get the capital together to buy the Amiga. What went wrong?

Jim: "Possibly because the web of highly complex inter-company rights and ownerships set up by Medhi Ali and others to protect their interests made it very hard to

go forward. Possibly because nobody in the USA ever had any idea how to sell the Amiga and still hasn't. After another delay, it's announced that the new owners of Amiga chnologies are Gateway 2000, a PC lone manufacturer. What are they

hasn't been developed since 1994?

Great Failures

Commodore have had more than their fair share of disasters. The CBM64 was such a hit, they seemed to be under the impression they could sell anything. The Plus4 and C128 proved otherwise

The Amiga A500 was a terrific hit, and sold more than any other home computer ever. However, the e delay in upgrading it (rumo has it CBM lost the plans to the

custom chips and had to re-engi-neer them from scratch) and the eccentric CDTV didn't do them any favours. The CDTV was launched as a multimedia machine, and use of the words "Amiga" or "home computer" were banned. The high price and bizarre marketing pol cies didn't help, but as sales of the CDi prove, no-one really wants a hi-fi style box with pretensions

Time Line

1982 Lorraine conceived 1983 Hi-Toro formed and Lorraine is designed as games console that can he expanded into computer. 1984 First showing at CES. Hardware

specs included 256K RAM, and amazing 4096 colours on-screen at once. Amiga bought by Commodore. 1985 Launch of Amiga 1000, New York, lune 1995

1986 Work starts on A500 and A2000. 1987 A2000 and A500 (£587) launched in March. (Spectrum Plus 3 goes on sale for £250. Atari 512STM is £399)

1988 A500 price cut to £499. (Atari 512STM is £299, A2000 is £1250) 1989 MusicX released, Viking graphics card and monitor offers a 1000 by 1000 flickerree display in four colours for £1700, 512K memory expansion for A500 is £120. HiSoft BASIC is launched, and a Commodore A2620 card (14MHz

68020, 2Mb RAM costs £1615). 1990 A3000 launched, Video Toaster goes on sale. AMOS released, 85Mb hard drive costs £999. 1991 CDTV on sale (£699), 68030 accelerator for A2000 costs £499. KCS

amulator for the A500) is £299. 1992 Amiga 600 launched (£399, price drops after three months to £299) 1993 Amiga 4000 launched, A1200 launched

1994 CD32 launched. Commodore go bust. 1995 ESCOM buy Amiga. 1996 ESCOM go bust. Viscorp attempt to buy Amiga.

1997 Viscorp fail to raise capital. Gateway 2000 buys Amiga. 1998 Gateway 2000 take the Amiga to new heights and conquers the world. Or maybe not!

1999 World ends as giant mutant star goat eats entire Solar System.

Many thanks to the following for their time and effort. Apologies to is time and effort. Apologies to use whose opinions we had to ve out due to lack of time, space and for legal reasons! Teijo Kinnunen: author of the remier Amiga music programs,

OctaMed and SoundStudio Jim Hawkins: veteran Amiga developer, responsible for many Amiga and CDTV projects Jolyon Ralph: Amiga programmer of all trades, from demos to commercial applications.

CD-ROM DRIVES

TOTAL SCSI CD-ROM DRIVE

TOTAL CD-ROM DRIVES

2 speed £129.99 4 speed £149.99 6 speed £159.99 8 speed £209.99 Prices include Squirrel.
Add £30,00 for Dataffyer or Surf Squirrel

ULTRA CD-ROM DRIVE

ULTRA 4 SPEED £169.99

ULTRA 8 SPEED £199.99

HARD DRIVES

2.5" HARD DRIVES



A500/4420mb Hard Drive £209.99

£109.99 340mb £139.99 540mb 1000mb £174.99 £209.99 1800mb

APOLLO A1200 ACCELERATORS APOLLO 1230

LITE c99 aa

APOLLO 1230 PRO c149 99

TWIN SIMM TECHNOLOGY

APOLLO 1240/1260

APOLLO 1240/25 £199.99

NEW LOWER PRINCE

APOLLO 1240/40 APOLLO 1260/50

£289.99 £449.99

4MB SIMM £24.99 SMR SIMM £49.99 OR 16MB SIMM £99.99 WHEN 32MR SIMM £199.99 WHEN

PURCHASED WITH AN APOLLO ACCELERATOR

TOTAL MEMORY EXPANSIONS

NEARLY DOUBLES THE SPEED OF THE A1200

4MB MEMORY EXPANSION £69.99 8MB MEMORY EXPANSION £89.99

33MHZ 68882 FPU (PLCC) £29.99 or only £24.99 when purchased with above

No.1 FOR MAIL ORDER

No.1 FOR AMIGA IN MANCHESTER

Order NOW for immediate despatch

tel: 0161 796 5279

fax: 0161 796 3208

SOFTWARE. 178 BURY NEW RD. WHITEFIELD. MANCHESTER

> M45 60F. **ENGLAND**

OPEN:

the M62 Junction 17; ad towards Bury. are 50 yards on ght hand side after third set of lights, oor to our premises is next to

947

An interview with Eric Schwartz

Eric Schwartz made his name in the late '80s as one of the Amiga's most innovative animators. Life, the Amiga and Eric have all moved on...

> CU: How did you first come across the Amiga and what prompted you to create your first Amiga animation?

> ES: I've had an interest in the Amiga ever since computer magazines covered it in 1985-86. Back then it was to be a "graphics" computer, (I already had a Commodore 64 at the time) so my curiosity was naturally aroused. This eventually led to my parents getting me an Amiga 500 at the very end of 1988. At the time, my dad was pressuring me to consider something "IBM-compatible" but has since changed his mind. I wanted to create animations immediately, but it took a while to get the right software for the job (this was the time of Dpaint II). I created my first anim, "Stealthy Manoeuvre" shortly after buying a thennew piece of software called Moviesetter. The rest is history.

I plan to remain with the Amiga until my needs outgrow what it can provide

> CU: Was the Amiga your first animation medium, or did you have any previous experience with more traditional animation techniques?

ES: I've been heevily into animation ever since I first grasped the concept. I have touched on such prerequisites as flipbooks and super-8 film, and I did met crude early attempts with cut paper in a Terry Gilliam-ish fashion. I even tried out some very primitive animation software for the C-64 (all graphics for the entire animation had to fit on ONE screen.). The Amiga

finally allowed me the freedom to produce some quality work, and fuelled many improvements in style and technique. I'm not as good as I'd like to be, but I'm satisfied with how I've progressed over the past eight years.

CU: Name a couple of your favourite anims and tell us how long they took you to complete.

ES: It's hard to pinpoint specific animations that I would call my favourites, but there are several that tend to stand out. The Flip the Frog cartoons, Amy vs Walker 2. Anti-Lemmings, and Aerotoons such as Gulf Conflict and Unsporting seem to hold up pretty well, even considering most of them are five years old or more. I have a special soft spot for the Sabrina cartoon "Plight of the Artist", which was released on my CD-ROM (see review on page 70-71), mainly because it took the most time and effort to make. You didn't specifically ask, but I consider my worst animation to be "At the Movies" - it doesn't quite pull off the jokes in the way I intended.

The time it takes to do an animation varies a lot. Anywhere from six hours to six months. Most of what I consider my

better works could have taken between a few weeks to a few months, depending on length and complexity.

CU: Do you often look back and wish you'd changed bits around or are you generally happy with your finished

animations?
ES: I'm usually pretty happy with an animation by the time it's finished.
A lot of my older stuff looks crude to me now, because my abilities (artistically and



▲ There's a soft spot for Sabrina in Schwartz's heart.

Computer setup: Tocatta Cybervision 64, extra serial & parallel ports, big hard drives, and stickers on it.

Also in the place there's an A3000. A2500, A2000, A1200, A500, A1000, and a CD-32

Interests (other than Amiga): Model-building (almost abandoned), drawing and cartooning in general. Oh yes, I own two pet chinchillas, and have become a hobbyist chin breeder - although not necessarily by choice.

Successes: Probably the biggest personal success is winning one category of the Italian Bit.Movie contest (a prestigious international computer graphics event) enough times in a row that they asked me to take a break for a year.

I consider it history though, and I probably wouldn't rework them, even if I was given

CU: Where do your ideas come from? Have they come in dreams as with Bullfrog supremo Peter Molyneux?

ES: Not that I know of. Ideas have come from all sources and are pretty much random, from observations to suggestions from friends. Usually, most of my ideas tend to stew for a while, which is probably for the best, as it improves a good idea and weeds out the weak ones.

CU: Where do you draw your inspiration from? Who were your cartoonist role models?

the opportunity.

ES: I've always been toons of the forties and fifties, especially the work of Warner Bros. director Chuck Jones. Over time I've drawn inspiration from television animation such as Batman, Animaniacs, and the rare British show to appear in the US such as Dangermouse. I'm more taken with animated movies and shows that are entertaining and show personality and humour more than just artistry or technical proficiency. To give an example, a

favourite Disney film of mine from the last

As Halloween approaches, remember that a reserved approach to costuming is usually I'm a fairu the best. princess ballerina Power Ranger Sailor Scout! This year, Try Darkness.

4 He's inspired by cartoans that are check-full of nersonality

few years was A Goofy Movie, a low-budget film which I found more genuinely entertaining than their big musical spectacle films

CU: Tell us how you put together a typical Amiga animation. ES: The way I create animations has

changed over time, but starts out with an idea, which is refined into a number of lay out drawings and a rough storyboard to decide how the animation work itself will be done. Then the animation drawing commences, usually with the Disney Animation Studio software. I've done the actual drawing work several ways over the years, from drawing directly with the mouse to using a pen tablet or even drawing on the monitor and tracing it.

Nowadays I usually do all the drawing on punched paper and scan them. Once the line drawings are in the

Amiga. I'll colour them with a paint package like Dpaint Brilliance, or Personal Paint, If, like most of my work, it's a Moviesetter anim. I'll break the anims up into separate images and feed them into Moviesetter to create the animbrush-like

'sets". The sets and background images are put together with sounds in Moviesetter to create a finished animation Moviesetter is an old piece of

software, but there's currently nothing else with its capacity for efficient hobbyist animation

CU: Have you ever tried 3D and if so how does it compare to drawing in 2D? ES: I view 3D as just another tool, similar to the way many animation studios use 3D

so they don't have to produce difficult drawings of vehicles and inanimate objects to use in 2D animation. I tend to

prefer the look and freedom offered by 2D animation. For example, it's possible to create images in 2D that are impossible to recreate in 3D, because a three-dimensional object has limits.

CU: It's possible to create 3D models to create animations which look exactly as if they were drawn in the traditional 2D manner. In the future, will you create your cartoons entirely in 3D?

ES: I tend to prefer the inherent freedom of 2D animation, but anything is possible. Currently. I don't have the skills in Lightwave to produce good character animation, but I may try to produce some experimental 3D works.

CU: Will you be with the Amiga right 'till the end and where do you think the machine is headed?

ES: I plan to remain with the Amiga until my needs outgrow what it can provide. I have 'outgrown' a number of systems, but rarely have I run into a situation where I couldn't get by, and never have I hit a problem that required a PC or Macintosh to solve. I have worked on an A500. A2000. A1200 and currently use an A4000T (with CD-ROM, Jaz drive, Vlab Motion, CyberVision 64, 18Mb RAM and 3 Gb of storage). I look forward to PowerPC or whatever becomes the next Amiga. Interview by Jason Brown

tr's heart.

o me

ne



LOW COST DELIVERY 2.4 Week Days £5.95

SHOWROOM ADDRESS: FIRST COMPUTER CENTRE, DEPT. CU, UNIT 3, ARMLEY PARK STANNINGLEY RD. LEEDS, LS12 2AE

LARGE SHOWROOM WITH FREE PARKING AUTHORISE PEN 7 DAYS A WEEK

REPAIR CENTRE

Hardware

Amiga Magic Packs

£200.00 6429.99 h HD - (549.99

Part-Exchange irst Computer Centre will offer Part exchange on your Computer Hardware bripherals, og Monitors, Printers & ripherats, eg ruccional de pricing.

2nd User Bargains Availab

Totally re-furbished Units with a

maintain 3 month warranty for sale

Computer dust cover
I 0 x DSDD disks + labe
Top quality joystick
Deluxe mouse mat
X x A1200 games Only £19.99 2.5" Hard Drives for A600/ A1200 with installation kit

Starter Pack

A1200 4 MB RAM A1200 8 MB RAM For 48882 33Mbz Co.

Blizzard 1230-50 Blizzard 1260-50 II 200Mby Card

CD ROM Drives/Squirrel I/face Ultra CD ROM Drive

/00 00 PRIMA SCSI Enclosures 449 99 Duni Cass (119 99 £37.99 £45.99

m degree on us FAX-0113 231-0191 BRS-0113 231

Hard Drives

3.5" Hard Disk Drives ATP Seagate rufinsu COMNER 999.1Gig.....(989.99

80Mb....644.99 120Mb....680.9 170Mb...(85.99 250Mb...(1) 340Mb_£129.99 540Mb_£139.5 810.....£149.99 1.0Gig.£

Monitors



Software

Build Your Own

SCSI Hard Drive

Amiga SurfWare Software Pack

rowse Web Browsen et & Web er & Web 2 MIDI Interface hnosound Turbo 2 ralosound (Sampler) ra 8/16
al Writer S
al Writer Lite
ordworth 6.0 Office
ni Office (All Amigas)

PRIMA V34+ Fax 33.6 Baud Rate Class I Fax BABT & CE approved. Only..£89.99 plear with cables & Arniga N-comm Software

Amiga SurfWare bundle when

Miscellaneous

GPM-1701

PRIMA The Prima £59.99

PRO-GRAB Only... (99.9 24 R/Tronchadges (19.99 Power Scan v4. £89.99 Power Scan Col. £169.95

500 × 6114.99

200 x C76.99 500 x C175.99

Printers/Flatbed Scanners

anon na printer, 18 page A3F locit in. Colour nor, H page ASP. £150.99

(169.99 £294.99 HEWLETT'S PACKARD

(369.99 HPSI

£249.99/£269.99 Studio 2 £389,99

£279,99 £549.99 TurboPrint 5

Consumables

PREMIER-INK



Welcome to the land of Amiga entertainment. A spooky multimedia CD

head to head, an interview with the author of TFX and the chance to see any game you want on the Amiga!

Previews

- 38 Wendetta
- 38 Trapped
- 39 ClickBOOM games vote

Reviews

- 40 Marbelous
- 40 Mega Typhoon
- 42 Hidden Truth CD-ROM
- 42 Paranormal Encyclopedia1

Interview

44 Charlie Wallace of TFX

Tips & Guides

46 Tips Central













Previews

Wendetta

■ Due for release: Late May ■ Developer: Vortex Design

■ Distributor: Islona © 0500 131 486

ecple come up to me and all Arabone. Why is it that Aming agrees when in the direction of Speedual 2. WormsOD, Dure 2. SWOS and they're pretty cool, hunh hunh' at which point i linform them they're watching too much Beavis and Butthead. The problem with not trying to imply that it's Jean Paul Gautter and the property cool and the property cool and the property of the point is that the property of the point is that the property of the property

brilliantly, rather than 3D which requires the kind of horse power the Amiga is hard pressed to provide (kind of). Wendetta mixes old style 'sprites and scrolling screens' gameplay with the pseudo 3D tunnel effect familiar from many a demo. And it looks absolutely fantastic.

Wendetta spends most of it's time as a horizontal blaster in the mould of Fraxxon, RiType or Project X. The difference is that the fantastic AGA graphics make all those games look primitive. The aliens attack in the standard swirling assault waves, but the ships are all beautifully rendered 30 objects and whizz around very

quickly and very smoothly. Every odd level or so, Wendetta bursts into 3D mode as you fly into a swifling tugnel, enemies spinning

and spiralling as they hurtle towards the screen. The alien craft here are all pre-rendered so they spin and zoom at the same time without any loss of speed. Promising fast and furious action, two player antics, and silly

Promising fast and furious action, two player antics, and silly amounts of fire-power, Wendetta looks the business. But does the old fashioned style of gameplay survive into the modern era? If you don't want to rush and buy an import from Weird Science to find



out now, you'll have to wait for

Andrew Korn

Trapped

■ Due for release: Mid May ■ Developer: Oxyron
■ Distributor: Weird Science © 0116 2340682

'm going to spare you the "they said it could in the dono" clind. It's resided out every said along with a Doom engine in it. Everyone knows that it can be done. Breathless. Fearless, Gloom and Alein Breed 3D proved Trapped is just another rail in the coffin of a scepticism that was builted gas eag.

On the other hand things like 3D levels, complex texture maps, full light sourcing, lens flare, unique 3D objects, all moving at a good speed on a ton's worth of acceleration, is surely out of the Amiga's grasp. Wrong. With coders like those who bless the Amiga community, who needs 3D graphics chips? OK, so those coders and a 3D graphics chip, now you're talking, but until games start coming out supporting the CyberGL 3D

until games start coming ou supporting the CyberGL 3D graphics library on the Cybervision 3D card, you'll have to be satisfied with the likes of Trapped. Trapped is a fairly

ware in the Doom clone world. It eschews the standard guns and blasters model for a slower more thoughtful game o swords and spells. That's right, Trapped isn't just an every day Doom clone, it is a fully fledged RPG with a Doom engine. Think



Dungeon Master meets Genetic

Species.
There is of course plenty of fighting to be done. Assorted bandits, bugbears and bats launch themselves at you and unless you are quick with your trusty steel, you'll see your own blood streaming down

the screen in no time. There are plenty of the standard sort of

puzzles, but Trapped contains a lot more depth than that. There are much more complex puzzles than normal for this sort of thing, a variety of potions for you to collect, and a complex and unusual





spell casting system. Spread over 13 levels, Trapped looks like the kind of game which could keep you glued to your screen for a long, long time.

Andrew Korn

ClickBOOM Wish List



ClickBOOM authors of the Amiga's top beatem up game Capital Punishment and producof Amiga gaming. If you have been wondering when we would start talking about what these new PowerPC hoards can do for gamers, then you'll be glad to hear that ClickBOOM and phase 5 have announced co-operation. Alexander Petrovic of ClickBOOM says "We

computer lies in PowerPC processors. Furthermore, we believe phase 5 is, and will continue to be, the Amiga hardware leader. Therefore, we have selected Power Amiga as The first game to get the PPC treatment

will be MYST but the exciting bit is that with ClickBOOM will be able to expand their policy have to offer. There are plenty of titles out there that the Amiga in its present state is more than capable of coping with - MYST whole thing is blown wide open, with market leading titles such as Quake, Tomb Raider and



With this in mind, ClickBOOM have published a "wish list" of games they would be you, the Amiga gaming public think. You can join the multitude voting direct from the ClickBOOM web site on http://www.click boom.com where an amazing 1500 votes were registered on the first day. Of course lots you the trouble of posting to Canada, CU Amiga Magazine is taking votes for ClickBOOM. Just fill in the form below and post it to us. We'll send the whole lot over to ClickBOOM. If the incentive of being able to play the very best games available on your Amiga isn't enough, the excellent folks at copies of Capital Punishment to 6 lucky voters



Hockey Island 2	Albion		Hexen	0	Simon the Sorcerer 2
The state of the s	Battle Arena Toshinden	0	Indy Car Racing 2	0	Tekken
	Battle Isle	0	MDK	0	Terminal Velocity
000000000000000000000000000000000000000	Civilization 2	0	Mech Warrior	0	TFX
	Command and Conquer	0	Mortal Kombat 3		Theme Hospital
	Dark Forces	0	Monkey Island 3		Tomb Raider
	Daytona	0	Need For Speed		Ultima VIII
	Descent	0	NHL 97	0	VF
	Diablo	0	Red Alert (C&C2)	0	Warcraft2
Ted Mot	Doom	0	Putty Squad	0	Wing Commander 2-4
\$ 1267	Duke Nukem 3D	0	Quake	0	Wipeout 2097
	Earthworm Jim	0	Resident Evil	0	X-Wing & TIE Fighter
				Total State Sense	The second secon



Just place a tick next to the three games you would most like to see on your Amiga and post this form (or a photocopy) to: ClickBOOM vote, CU Amiga Magazine 37-39 Millharbour, Isle of Dogs, London F14 9TZ

Name:	B. H. Williams
Address:	

Marbleous

Price: £7.99 Publisher: Islona/Epic Marketing © 0500 131 486 trolled by yourself using the



next level. The

action is semi-con-

mouse to select the direction in which you want you want the ball to travel. All this has to be done fairly quickly as the hall continually rolls as soon as the game starts destruction when you hit the sides of the walls surrounding the

Alternatively, you can put down a stop sign or something which stons the hall from moving, but

> Some of the levels contain electrical currents holes moving platforms, the usual the most Luckily if you're a bit slow like me, you can press the game at any time and work out your next strategy. The good

have completed several levels you are given a password, so you can you left off after you've given your head a well earned rest. There's none of this

going back to the beginning nonsense that many games have adopted lately. The only one thing I found a problem were the mouse controls - they were a bit fiddly and annoving at times. If you've

played any puzzle games on a computer you'll know how ultrafrustrating they can be... so frustrating they can make you want to throw your joystick at the screen. And, at other times, they will make you purr with satisfaction whenever you've cracked a difficult puzzle, of course. Most times, it's worth getting past the irritatingly difficult bits just to achieve moments of real bliss and

satisfaction whenever you kick a



game into touch I persisted with this game, and I was glad: I haven't always liked puzzle games but this isn't a bad buy for £7.99. For that you get a hefty one hundred levels of brain-tickling fun. If you're looking for a challenging, value-for-money addictive puzzler, look no further than this. Bloody marbleous it ain't but it is a hit crazy, quite taxing, and there are far, far worse things to spend your money on. Mark Forbes



Mega Typhoon

Price: £7.99 Publisher: Islona/Epic Marketing © 0500 131 486

ed to rip-off the old C64 shootem-ups that I used love playing!"

got a very handy set of lasers hen I sat down to play with which you can take out just Mega Typhoon, my iniabout anything moving, but you'll "Hey, someone's decidhave to set your joystick to autofire. While Mega Typhoon is a typical vertical shoot-em-up, you can move a little to the left and right You start your mission with a while picking up some useful lone starfighter with some very puny lasers. At this stage it's still extra laser power-ups, missiles,

You can also press the vates a smart bomb



got to grips with what's going on. it's on to the next world. As I said earlier. Mega Typhoon still reminds of some old C64 shootem-ups from the old days, which isn't necessarily a bad thing. However, the game's title screen blurb claims that Mega Typhoon is "the fastest arcade action game

ever made for the Amiga computer". The game is indeed fast, and the action is as frenetic as anything you've seen on the Amiga in a long while... but the in-game graphics are pretty basic and colourless - chunky sprites are something that we shouldn't be seeing on today's Amiga. The sound is sadly lacking with only a few effects for explosions and soundtrack at the beginning. Mega Typhoon is a playable game, it's just that I've seen the

Amiga do better with Hybris, Battle Squadron, Swiv. or Xenon 2 - all of which were released ages ago!!! In my opinion, what you



are getting here is a shareware game with a larger cut for the authors. Is the Amiga player getting his money's worth? Sorry, but I think not. Mega Typhoon is an average game that hasn't really much to offer the already saturated shoot-em-up genre. Which is a the Amiga can do so much better than this. Instead, check out a CD-ROM game called Wendetta, which is also from Islona, and which is previewed on page 38 of

this very issuel Mark Forbes



TURBOPRINT 5

Printer Enhancement Software
SUPERCHARGE YOUR PRINTER with the TurboPrint Amica Printer Driver System!

OVERDISK UPGRADE OFFER

TurboPrint lets you print the ULTIMATE QUALITY and at MAXIMUM SPEED.

TurboPrint outputs the full colour spectrum (16 million colours) directly from your favourite software package.

Is replaces the preference system of your Amiga and enhances ALL output beyond belief. Rather than reducing all output to 4096 colours, making blues print and purple and producing branding between print lines - TurbOPrint produces 16 MILLION COLOURS (true colour), COLOUR PERFECT & band free output. Also, TurbOPrint supports all the new printer models. PSPON STYLUS. CANON. HP DESKLET and many more.



PERFECT PRINTOUTS FROM DAY ONE

Combines ease of use with unparalleled output quality. Just choose your printer and go. The intelligent printer Drivers produce the best results every time!

Vibrant colours & finest dithering. The TrueMatch high-speed colour management system automatically reproduces up to 16 million colours in the best possible quality supported by your printer.

Allows you to *individually control* brightness, contrast and saturation.

get

38 of

INCLUDES GRAPHIC PUBLISHER

The Graphic Publisher lets you display and print graphics of various formats - JPEG, IFF, GIF, PCX, PhotoCD and more.

- Place any number of pictures on a page, create multi-page documents and large posters - almost a DTPpackage!
- Allows *individual* control over brightness, colour and sharpness for each picture.
- Print 24-bit graphics with 16 million colours and oversized posters in full colour and resolution.

Disgues should be payable to WZAPO DEVELOPMENTS. Price includes VAT & carriage to the UK mainland, Please and CS for PC destinations and C15 for other countries. Subject to availability, EADE, All takes are subject to our hading

- True colour display with CybergraphX on thirdparty graphics cards, 256-colours display on AGA Amigas, 16-colour dithering on OCS/ECS models.
- No unnecessary proofs. TurboPrint's preview function lets you modify certain parameters (e.g. brightness or gamma) on screen.

EASY TO USE

- Clearly laid out menus and *intuitive* controls following the Amiga "Style Guide". Hotkey activation is available at any time.
- Hard copy function allows easy printing of screens.
- Compatible with the entire range of Amiga software products. "Printing as usual" - but with *TurboPrint's* perfect quality.

800, HP 690C, 694C, 870cxi, and many more.

Name			
Address			
		Postcode	
Co	ntact Phone Number		

I enclose Postal Orders made payable to Wizard Developments
 Return Voucher to: WIZARD DEVELOPMENTS, PO BOX 690, DARTFORD, KENT, DAT 2016.

Naturn Voucher to: WIZARD DEVELOPMENTS, PO BOX 490, DARTFORD, K OFFER VALID WHILE STOCKS LAST.



The Hidden Truth

Price: £24 95 Publisher: Sadeness Software © 01263 722169

First came Women of the Web, and now Sadeness branches out into the Fortean. Weirdness of the Web, anyone? Or would you rather see an Epic Encyclopedia which has been positively possessed?



A The Hidden Truth's custom, frame-based front end: a rather stylish HTMI design

here is a saving that if you gave an infinite number of monkeys an infinite number of keyboards, they would eventually write Hamlet As someone recently pointed out to me, the Internet proves them wrong. Instead they mostly produce web sites about

three-fingered aliens. The Hidden Truth is a collection of these web sites. Finding your way through the masses of paranormal rubbish to find the good stuff is hard work, not to mention a strain on your phone hill. So why don't you let the lads from Sadeness do the

ufo piroto gallery

▲ Graphics cards make a real difference — the inset shows a 256 colour AGA display. Too many colours!

comes a poor second to all those monkeys whose random typing has produced tales of unwholesome experimentation by pallid, extraterrestrial,

> job for you? That was the idea behind their controversial Women of the Web CD too, although "UFO" or "ESP" or "Mysteries" brings up marginally less hits on a search engine than typing "Babe" or "Sex" or even "Celebrity".

> > you'll find significant changes in the presentation of The Hidden Truth. While WOTW took the images and presented them in a visual data-

base system designed using the web page

language HTML (Hyper Language) The Hidden Truth actually presents full web sites the way The presentation is excellent, a strongly designed menu sys-

tem allowing you to negotiate your way around the large collection of web sites.

As well as web pages covering everything from abductions, alien (the 20th Century equivalent of demonic possession) through to Zeta Reticulli, homeworld of the Greys, there is a very nice gallery of UFO photos and a page full of film and sound clips. The subject matter strays pleasingly around films, sci fi, unusual meteorology and space technology all finding their way into the melting pot. There is enough here to keep an interested reader going for a

Presentation

One area I looked at closely was the technical presentation of the CD, which I felt seriously let down Sadeness' previous effort. Most Interneters have Macs and PCs and are better catered for on the web browsing front, with graphics cards and easily available players for all sorts of anim and sound formats. WOTW seemed to rather ignore the Amiga user, with no support for movie clips and the choice of CybergraphX or a worthless 64 colour PAL mode for AGA owners. Sadeness have taken these complaints and done everything it can to address them, and I have to commend the company for doing a very good job of it.

When you click the Hidden Truth icon in the Amiga draw, you are presented with intuition requesters offering you a choice of screenmodes covering OCS, AGA and CybergraphX users, a

choice of number of colours, and finally the option of displaying in grey scale. When you have gone through this simple procedure. you have a demo version of AWeb 2.1 up and running in the screenmode of your choice. Proper configuration of external viewers means that you can now click to view AVI and MPEG animations straight from the browser the way you should, and WAV files of all sorts can be played equally easily. I still have reservations about the presentation, but compared to WOTW these are mere quibbles. Choosing AWeb could be defended on the basis of its stability, but it does leave AnimGifs unviewable, although you could use your own web browser. The other quibble would have to be that Sadeness has designed its menu pages on graphics-card-based Amigas and hasn't quite got them to suit AGA machines. There are just a few too many colours, and despite the use of a utility for optimising pen grabbing, the

nages can get a little messy on

it looks good, it is absolutely

256 colour displays. Nevertheless,

packed with data, and although a graphics card makes the thing run

a whole lot better, it is actually

WOTW simply wasn't.

Andrew Korn

well worth using on AGA, which

THE HIDDEN TRUTH CD.ROM drive. ASA, 4Mb RAM GEX card and SMb recomment

The Epic Encyclopedia of the Paranormal

■ Price: £19.99 ■ Developer: Epic Marketing © 0500 131486

nic Encyclopedia has heen such a success it's spooky. Doing a special version on what is a very fashionable topic seems like a logical step, and as far as my Truth-is-Out-There-style

Sadeness disc, this one is entirely a custom approach. While I'm sure there was plenty of research done on the web, all the material

way

, but

your

quib

them

are

on

neless,

ugh a

ally

specifically for it and is presented in a strict encyclopedic form, rather than the World Wide Web anarchy of the Hidden Truth. Instead of wandering randomly about, finding your way by luck more than judgement as with the Sadeness CD, you look up what you want to from an alphabetical find the topic you are after

On start up you are presented with a variety of options. You can check out a slide show of assorted images, or if you have a bit more memory you can watch a multimedia presentation with have tired of that you can enter the encyclopedia proper, which is divided into subsections such as UFOs and Aliens or The

a gadget.

A growly (and, alas, somewhat comedy) voice greets you as you visit each section. This is UFOs and Aliens.







A very polished and professional front end system. Navigation is easy and the gadgets are very well thought and laid out.

Unexplained, an odd choice which can lead to some hunting around for the entry you are looking for. Select a subsection and you are offered a subject specific multimedia demo or you can enter into the Encyclopedia proper.

Polished end

Its front end has been polished up and cut down a little to make it more appropriate to the disc. It looks very good and runs smoothly. but a weird bug in the display causes screenmodes to be problematical. If your resolution is 400 pixels deep you can't click on the gadgets. NTSC, Euro 36 and Euro 72 modes leave the encyclopedia useless. You can cycle through the various images, play sampled

overs, or view film clips from the click of

The text appears, in a rather cramped form, in a box at the bottom of the page, with a couple more gadgets to print the text out or to view it in a much easier-to-read form on a full screen page with mouse controlled scrolling. The multimedia button, such a blessing on the

full Encyclopedia, is

missing. This was a huge bonus on the main CD, but its absence is not much of a problem. With a lot less entries to cram in, you won't find yourself struggling to find anything to look at. The wide variety of entries are covered in reasonable depth. Film clips in particular have improved, the film icon lighting up far more often than before with a good selection

of animations of all sorts to view. The content of this disk is rather populist. Although open minded on the subject, I don't like to see pseudo science presented as fact with no dissenting voice, and there is far too much of that in this disc. Of course there is even more on the Sadeness disc, the difference is that with the web stuff on the Hidden Truth, you know that half of it has been written by kooks anyway.

Misinformation

Any Encyclopedia claims authority and accuracy and should therefore be sure of its facts. In a long tradition of encyclopedias of the paranormal, publications rarely bother with scientific accuracy or balance, as their audiences wouldn't accept that there isn't anything but the flimsiest circumstantial evidence that a UFO crashed in Roswell or that there have been less planes and boats missing in the Bermuda triangle

than off the Cornish coast. This

CD falls firmly into that category. Forget the encyclopedia tag you won't learn a thing about the real world from this CD. It's here entirely to intrigue, to fire the imag ination and to thrill. Which it does with its brilliant, presentation. I'm

just not sure that it does the repu-

tation of the non-fiction, Epic branded Encyclopedia any favours They are surprisingly different and you wouldn't feel you had wasted your money if you got both. As a rough guide, Fortean Times read-Hidden Truth, while readers of the less sceptical Encounters magazine are more likely to find the Enic offering to their taste. Andrew Korn

PARANORMAL

24 CD-ROM, AGA, 4Mb RAM

With the Amiga conversion of TFX under his belt, Charlie Wallace now has a few questions left to answer...

Name: Charlie Wallace
Age: 30
Occupation: Game programmer.
Biggest Successes: Worms and TFX

CU: How did you get into computer games development?

CW: I started at school when I was 11 writing games for 8-bit computers, and started doing magazine listings. I was then approached by a small publisher and went from there.

"There were two real problems with the Amiga version: speed and memory"

CU: What projects did you work on before TFX?

Early game complistions like 100 Games for Your ZWS1. At Mr Micro I was lead programmer on the PC version of Barbarian and worked on Arniga and ST Eitle – my worked for an arcade company designing worked for an arcade company designing worked for an arcade games. If yeav me easy access to video game ROMs allowming me to do conversion work easily.

I wrote demos and shareware for a large Amiga demo group. I enjoyed working on the Amiga, it was a refreshing change from the PC. A friend in the group had interviewed at DID and had told them about me, and so off I went to do TFX Amiga. After that I worked on FFZ000. Worms, World Rally Fever and some milittary stuff that I can't talk about.

CU: On a visit to DID a long time ago, we were told the PC original was written in C, which would be ported to form the core the Amiga engine. Surely speed would be a problem in this case?
CW: TFX was written mainly in C, with around 30% in assembly language. Using SASIC on the Amiga I ported over the C,

stars





simulating a lot of the PC function calls. That gave me the ability to use the new code from TFx PC without having to rewrite the MSDOS specific parts. Then I ported over the 80x86 code to 680x0. From that I went through and hand optimised that code.

Most of the development time for the Amiga was spent trying to get if stater; exploring new avenues, copper tricks, chunky to planar and so on. I also had to add more assembly than the PC version to get more speed out of it. We tried as hard as we could to make it playable on the base A1200.

CU: What was your level of input on Amiga TFX? CW: I was lead programmer and did most

of the work, alongside Russell Payne, the designer of the original 3D engine, and eventually joined by Steve Monks who came in to finish off the project, because I had to go and work on TFX for the SGI.

CU: What problems did you encounter during its development? CW: There were two real problems with

the Amiga version; speed and memory. We had a game that 'New means to run in 8Mb on a 4860X86, that we wanted to run on a 68020 with ZMb of Chap RAM. The speed was just a question of properties of the speed was just a question of properties of the speed was just a question of properties of the speed was just a question of the speed of the voltage of the voltage of the voltage of the voltage weren't guite as complex, sample sizes were reduced, and we had to cut down on object comi-

plexity. At the end of the project we were looking for a few kilobytes here and there.

CU: Why was Amiga TFX not released?
CW: Ocean felt that the market wasn't strong enough when it was finished. It was up to them to release it. We just waited to hear. I moved to Team 17 and am

still waiting...

CU: With major technical innovations in TFX: texture mapping, shading, the virtual cockpit... Were you pleased with it? CW: I was pleased with everything but the speed. I'd have preferred to have spent more time on it but we couldn't. I did keep working on it after I left and started to make it Workbench compliant so it could run on SVGA monitors and special graphics cards. We had a lot of plans for it, but they were scuppered by the goings on at Commodore. It does look nice against other Amiga flight sims. I was pleased that we kept the flight model as close the PC version as possible. In fact it had some improvements over TFX PC as the guy doing the model had more time to work on it and sort out a few problems. We also had the feedback from the PC owners and

could make changes here and there.

CU: What are you working on now?

CW: I'm at Dreamworks SKG Interactive

working on the Lost World: Jurassic Park II. It's a very complex system and we're really pushing out on this one. It's already being called a Quake killer. There's more information for your readers at: http://www.trespasser.com.



Pic'n'Mix **FONTS**

CATHOLINA REEYOUSE CHILLI CHIMESE INTUNDOSS HEADHUNTER STEEL

INIDIANAJ KEYBOTARIO WHARMEY BLOCK

CDs and Disks doing the rounds, our Fonts WOBBLE WORK! Select from over 4000 Fonts in 7004401 both COMPUGRAPHIC and ADOBE formats and leave the rest up to us! SWINGE

១បន្ទាន For Bulk Buyers we offer some very Tiplopel special deals with Fonts from 7p each 20 NSOM BE We have been in business since 1991 and OREGONWET pioneered the Pic n Mix concept. Our service is unique with a TECHNICAL

SALTER HELPLINE for all of our valued Customers ORIFATAL SHARRING LATAR PNET Medusa STENCIL STRETCH

TOYBE OCK VILLENASHBOOK DOLLER WHAT SHEET WAS A SELECTION OF THE PROPERTY OF THE PROPE

For your FREE 46 Page Information Pack, either Write, Phone, or Fax us

84 Thorpe Road, Hawkwell, Nr Hockley, Essex. SS5 4JT FAX: 01702 200062 VISA PHONE: 01702 202835

WHEN YOU BUT ANY ITEM AT THE SAME TIME AS JOINING OR RENEWING FOR ONE YEAR OR MORE

OR FREE FOOTPEDAL

ARSOLUTELY FREE

FOUR A1200 GAMES FREE



STARS

POSTCY

PRINTERS CONTROLLERS DITIZEN ABC COLOUR QUICKSHOT 127F PYTHON ... 11.99 WITH AUTOFIRE CANON BJC 4200 OOK 1 JOYRAD LEAD - 1.8 METERS STOCK A WIDE RANGE OF ACCESSORIES FOR CAN A1200 DESIGN PACK

A500 Software DILLECTION VOL 1 INFORMATION THE ASHES

ed?

wait

ns in

th it?

i keep

raph-

v2

ctive Park

vir-

A1200 Software

SOLLECTION VOL. 1

BOOKS COMPLETE IDIOTS GLIDE TO THE INTERNET NOUNA JONES AND FATE OF ATLANTIS HINT GLIDE: SPECIAL RESERVE CLUB VERSION 3.99

CD32 Games

- 5:55

SEGA SATURN UNAUTHORISED GAME SECRETS 15.00 UPO (ECCBQ STRATEGES AND 15.00 SECRETS

AMIGA PARTS COMMODORE AMIGA POWER SUPPLY __27.99 EXTERNAL DISK DRIVE FOR AMIGA OR SX-1 __47.99 _ EXTERNAL 28.8 FAX MODEM ... 69.99 MODEM ... 99.99
SMALL COMPACT DESIGN, COMPLETE
COMPACT DESIGN, COMPACT DESIGN, COMPLETE
COMPACT DESIGN, C TRAILING MULTI-PLUG 24.50

ANTI-GUIGE 6 WAY INTERNAL DISK DRIVE FOR A1200/A600 INTERNAL DISK DRIVE FOR A500 TOMB 2 ST INTERNAL HARD DRIVE 170MS-25" INTERNAL HARD DRIFFE
4 MB RAME EXPANSION 72 PIN. 70 IN SIMM
5 MB RAME EXPANSION 72 PIN. 70 IN SIMM
5 MB RAME EXPANSION 72 PIN. 70 IN SIMM
5 MB ROWN TO LETABLE FOR ALL, AMPLIAS PLASE C
JOYSTICK EXTENDER CABLE
6 MONITOR LEAD - AMBILAT TO CARRESS OR TOMS
NULL BOODEN CABLE 25 PIN. 1.8 METHES)
SCART LEAD - AMBILAT TO SCART TO SCART

BLANK DISKS PACK OF 10 MAXELL DD 3.5" DISKS WITH PRIEE DISK BOX PACK OF 50 MAXELL DD 3.5" DISKS 3.5" FLOPPY DISK HEAD CLEANER

Look around our vast range of cial Reserve Internet site software & hardware items at

AS prices include VAT and carriage to MOST UK mainland address WE ORLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JO TRIAL MEMBERSHIP ONLY ELOMIGAN

I dom

I Please use this box to add any eptional fact delivery charge

I test Class Post 50p per posted from or \$3 hardware.

SPECIAL RESERVE P.O. BOX 847. HARLOW, ESSEX. CM21 9PH

ps Central



Taking over the tips helm from long time officiando Matt Broughton, this month we welcome Mark Forbes with more cheats and hints, while Tony Gill is on hand to answer all of your adventure game conundrums.

Super Stardust: CD32

We start off this month with a few old CD releases. Team 17's Steve Heley has given us some wonderful codes for Super Stardust!

ZZZZZZZZZZ - Level 1 (Tons of Lives!) RESULABACEY - Level 2 (4 lives) CRSUTAAAGDG- Level 3 (2 lives) DRSUSUARHJD - Level 3 (5 lives) FDZZZVZSKGP - Level 4 (3 lives)

RoadKill CD32 Acid Software/Guildhall Leisure

This next lot of codes come from no less than Take it away Georgy boy Level 0 - LQPONTQNJO Level 1 - LQPONRHCNM

Level 2 - LOPONUPOCK Level 3 - LOPONTMBCH

The Clue CD32

Neo Software Productions Hannes Seifert of Neo Software very kindly of their game. Thanks Hannes! 290272, 030673, 145367, 823264, 253153, 569875, 0208074, 361791, 477321, 786186

Kang FU CD Amiga/CD32 Great Effects Development

some nice graphics, but sadly never seemed to make much of an impact. Oh well, here are

some handy level codes! WALLY, BONGO, KLASS, LONDO, RIKEL

Castle Kingdoms Mutation Software

Here is an exclusive cheat for Castle Kingdoms from Mutation's knight in shining armour himself, Mr Adrian Cummings! If you pause the game during play and press the keys A, R, C and press the left mouse button and fire but-

ton on your joystick all simultaneously you can actually skip through all the castle's levels with the function keys

Tommy Gun

Mutation Software A big thanks to Adrian Cummings, the man behind Tommy Gun, for providing these very Paradise Island - 442244

Fairground - 867377 Sky Fortress - 835000 Space Mountain - 730098

CyberPunks

Core Design

Yep, it's Adrian "lick my boots" Cummings Adrian! While playing, try holding down the keys R G R and the left mouse button and the fire button on your joystick simultaneously. keyboard selects what deck you want gives you different weapons. Finally, a quick

Tiny Troops Vulcan Software

Paul "Hairy chesty" Carrington of Planet Vulcan

kindly gave me an excellent cheat for all the levels to be played or skipped in Tiny Troops. All you have to do is get to the selection screen at the beginning of your game and then click in the top left hand corner of the screen, and now if you type any 2 digit number (ie 09 or 26) you'll be able to play the sixty plus levels no problemo!

Minskies The Abduction Binary Emotions/Guildhall Leisure

Thanks to all the boys and girls of Binary Emotions (just kidding lads, honestly!) for the following helpful codes for Minskies. At the very first level called Boo Cake, type SPIRAL and you should see the screen flash. This will activate the level skip and you can now play any level on any difficulty setting! Enter the word FOREVER just like before and you will have infinite credits to play with!

F-15 Strike Eagle 2 Guildhall Leisure

If you still fancy yourself as a real Top Gun like to press CTRL, R and ALT simultaneously then your ammo will be constantly replenished! (Tony) When are we gonna get our mitts on

F117A: Stealth Fighter Guildhall Leisure

While starting the game, choose to run a strike mission, but this time don't give your aircraft any air to ground missiles. When you get a ground target within range, press 7 and U simultaneously and the target will have been destroyed! Yeahhh!

Hillsea Lido Vulcan Software

Paul "the illogical Vulcan from planet V" returns yet again to share with us this great cheat for the only seaside simulator in existence. When you go to save your game usually using a function keys, press the Help key instead and you'll get 1000 smackers!

You need help pal! If you need help on any game, or you have some tips you'd like to share

with your fellow readers, write to Tips Central at the following address, marking your envelope Adventure or Arcade accordingly: Tips Central.

CU Amiga Magazine 37-39 Millharbour, Isle of Dogs. London E14 9TZ.

Zak McKracken

I am going mad with frustration, as I can't find the white crystal in Zak McKracken. And when I do find it, how do I use it as there is no one left to teach Zak? Please Help!

Neil Cathcart, Helensburgh

The white crystal is conveniently located on Mars! Oh dear, not your day is it? The exact location is inside the Crystal Chamber. You will need someone cles with Zale as the putzle cannot be worled on your own. One person present the button on the small box while the other grabs the crystal. As you need to be pretty quick on the keyboard to carry out this task, I suggest you use the game's function key option to help you more faster.

You don't need anyone to teach you how to use the crystal, you simply use it along with the other crystals in the final section of the game inside the Earth pyramid.

Eye of The Beholder II

I am stuck on level 2 of the Priest's Temple. I have opened all of the doors apart from one that requires a special copper key. I have searched everywhere for it. Please can you tell

me where it is? E. Winnett, Rochdale.

There are copper key all over this part of the gener. One is to be found by surerling a bod, mother is dropped by a priest when he is killed, and yet another by lond in an adverwed which it is the server than which is hidden behind it. There were another couple of copper bods on this There were another couple of copper bods on their like which do require special copper keys, but here I which do require special copper keys, but here I which do not give that their is no key to be found that were it that their is no key to be found that were it that there is no key to be found to the control of the control of the total complete the select should you be they complete how one in your parts. You will dy more than the control of contro

Dreamweb

I've killed Crane and Sterling, and now have got on as far as gaining entrance to the Sartain lodustry building using the code number from Eden's cartridge. However, I cannot gain entrance past the computer in the entrance to the building.What am I supposed to do? Please help!

R. Smith. Emsworth





Well perhaps you are trying to be too clever. I've never met a computer yet that didn't respond to a smack in the mouth! Try using Ryan's gun on it and then see if it still wants to stoo

you. Computers will only take over the world if we are too stupid to think of smashing up their power supplies. Secret of Monkey Island

I'm badly stuck in this game as I don't know how to get a crew. Can you,help me?

Tony Oldham.

The first persons you need to recruit to start forms your crees it the prioners. You'll do that by grabbing lost of mags from the har. Use one mag rabbing lost of mags from the har. Of you can transfer the light you can be sured to great the mag you can transfer the light you lost the next you can transfer the long which was the masty engog to met the lock on the cell door. You can now recruit the Swordmarker into your cree, Next up is Mr. Meathbook from the house at the top of the island. You'll need to use the rabber-clicknes on the wire to get there. Talk to Heathbook, and then be prepared to kicke a manderous winged bert for

Leisure Suit Larry II

You must help mel I'm only thirteen, but I have had my Amig for 5 years now and have completed many games in the Quest series such as Police Quest and the Leisure Suit Larry games. Now I'm having problems with Larry II so I can't find the boat. The only screen you can even see any ships on, is the screen with the Scury Dog Bar on it.

Mark Cook, Norwich

Look laddie, we are not talking rocket science here, there is no problem to solve, you simply have to walk in the right direction to find the ship. The location is in the lower-right hand section of the map where there is a man standing behind a gate. Go south from the Scurry Dog to the Barber Shop, then east to the gate. Simply show him your ticket and you're on your way to sun, see, and something else beginning with '5' that I'm certainly not going to discuss here.

Flight of the Amazon Queen

I recently got Flight of the Amazon Queen and I have come to a complete standstill. I have just opened the door guarded by the dog and I





have: a file, blueprint, baseball bat, journal, knife, comic book, flower, vacuum cleaner, money, Cheese Bitz, dog food and a lighter. What do I do next?

Chee Kiss Lee, Cumbria.

Well I day away from that dog for a start, as you one nowhere near ready to deal with it. In the room where you found the letter you can also find a squeaky you in the foot locker. From the foyer you can more northwards into the library where there is a phonograph (that's a record player to you). Play a record and this will reveal a secret elevator. When you will not be seen at them read the letter. It's a "Dear John" letter so who better to give it to than John who is yourlingth et corribor, Terrior gread the letter, John will be in no state to stop you more part of plan of give where you greatled Henry to good the seen when the seen of the seen of the seen to go the form of the seen of the seen of the seen th

Simon the Sorcerer

I have been playing Simon the Sorcerer for five weeks and it's very hard to pick up the axe, so will you help me? Also, what do you use to get down the hole on top of the dragon's lair?

Luke Sykes, Hull

Perhaps the reasons that it is hard to jets up the area, it because you aren't supposed of? There is a woodcutter who wants a new actional, but there is woodcutter who wants a new actional, but there is most joe jet, but you need to do it not the woodcut you can take to the blockwinths and set which you can take to the blockwinths and set the paleonologist and that will make him more in the paleonologist and that will make him more lime the cy watter and start digings, Now you'll be the ley wanter and start digings, Too you'll be to the cy watter and start digings, Too you'll be to the cy watter and start digings, Too you'll be to the cy watter. All the digings, Too you'll be to be to just a surface of the company the left of the company to the start of the company to the the the the company to the company to the the the company to the compa

As for the hole in the roof of the dragon's lair, well you are going to need the rope and the magnet from the wizard's house, plus the hook from inside the dwarves cave.

of

play the will

un like have ly then adl s on

a strike rcraft et a i U been

returns eat for When g a ad and

r you to

0.000

PD POWER

WE STOCK OVER 10.000 DISKS

500 per disk

NO MINIMUM ORDER 1 FREE WITH EVERY 10

For FREE CATALOGUE DISK +

FREE GAME + FREE COPIER

AND MORE

Please send SAE or phone: 0374 150972

PD POWER (DEPT CU) **15 LOVETOT AVENUE**

ASTON SHEFFIELD S26 2BQ

BUILD MUSCLES

muscles and strength without weights - EVER! Just 35 minutes daily in the privacy of your home will develop an amazing physique MUSCLE DYNAMICS is a new body building system based on

principles developed after years of exhaustive research. It is a total exercise programme involving the very latest scientific breakthroughs in the field of muscular development. It is the fastest. most effective way to build muscles in

Noticeable results in 28 days quaranteed. Send for FREE Information Pack. MUSCLE DYNAMICS.P.O. BOX 70, DOUGLAS, IM99 1EH.

Tel: 0624 801023 (24 hrs) 161. 0024 001020 (21110 MUSCLE DYNAMICS.P.O. BOX 70, DOUGLAS, IM99 1EH

TEL: 01263 722169 MOBILE: 0370 766679 SAGENESS Software, I

WOTW: Exposed

Amiga Games Titles

ment v1 1 (HD + AGA) V: Directors Cut (CD ROM)

SD II (AGA).....

Women of the Web

as Apole Mar and PC, ready to run SYSTEM REQUIREMENTS: 4mb, 020, WB3

aga experience volume three

£14.95 Amiga Productivity Titles





We've got kit and loads of it! This month we take your Amiga over to the 'dark side' with a range of hardware and

software to extract usefulness out of IBM PCs



Larry Hickmott, the Amiga's word processor and DTP guru, checks out Softwood's latest version of its classic Amiga word processor.

Siamese RTG

Siamese RTG - Amiga screens in a window on a PC? Wowl

PortPlus

Dual serial and parallel port expansion for the A1200 but without using PCMCIA or the transpoor? Find out where it fits, here.

Burn It

The latest Amiga CD-R recording software checked out in full. This

Amiga-PC Links

The ICS Gemini system and Weird Science's NetworkPC both let you share files between a PC and Amiga. Which one is best?

Accelerators

A duo from Power Computing. The Viper 1230LC 42Mhz 4Mb unit and an ultra-cheap 4MB RAM card are put under the microscope.

Topolino Fancy one of those flash Logitech thumballs from Dixons? You'll be needing a PC mouse adaptor and oddly enough we have one here.

Insert 104

Just in case you want to use a PC 104 keyboard on your Amiga, the Insert 104 will let you. Is it worth the hassle? See for yourself.

Air Mail

The latest version of a long standing E-mail package for the Amiga. Is it worth the money or are PD equivalents better?

IDE Zip Drive

It's finally here. The IDE version of the fantastic 100Mb lomega Zip drive. Andrew Korn checks if it works as well as the SCSI version.

PD Scene

Amiga world has even seen in 'Kick It'. Don't believe us

PD Utilities

Holy cow! More free utilities and the best and worst of the Amiga productivity scene including a CD file system that works. Hooray

CD-ROM Scene

Just the thing for that CD file system, lots of juicy 600Mb CD-ROMs to stoke your CD drive with. Eric Schwartz gets a look in too.

Art Gallery

Marvellous pictures from our extremely and extraordinarily talented readers <groyel>. Please keep it up so next month is just as good!

















Final Writer 97



■ Price: £49.99 (upgrade £19.95) ■ Developer: Softwood Inc ■ Supplier: Softwood © 01773 836781

So it's perennial and has been around for years. Perhaps that's what makes Final Writer 97 one of the Amiga's finest word processors.

o far this year, we may be made and the release of this upgrade is no less joyous. Final Writer 97 contains a number of significant new features including linkable text frames, guides to help you align objects, improved text flow around objects and the ability to

move objects a pixel at a time. Before I launch headlong into a review of these new features and give you a feel for what they let you do, I'd just like to let you know that reviews of earlier versions (and therefore other features) can be found in these back issues: September 1596 (Final Wirter 5) and November 1995 (Final Wirter 5) and November 1995

Back to the main plot of this review and Final Writer 97. The



first point to make is to state the obvious and mention the slight name change. Gone are version numbers and in comes the year the upgrade has appeared, making the title sound more "PC" like. I won't hold that against Softwood though because this version has more than just a fancy name.

All change

The most significant of the new features is one called Text Frames. Final Writer has for many years always let you add single blocks of text and with the help of some ARexx scripts, let you create fancy titles and so on, but link-

able text frames is all new Let's start by looking at a bit of history first. Most word processors, whether they are graphics or text based work with fixed columns that are created using attributes that you can enter into an appropriate requester, defining the number of columns, their size and so forth. These fixed columns can hold text but cannot be picked up or resized and so on. In previous versions of Final Writer this system was used. Before this version, any text outside the text column had to be placed in Text

Blocks or Tables.
This differs greatly to a DTP



▲ Final Writer 97 boasts many new features like linkable text frames and pull down muides making it a true document publisher and almost a desktop publishing package

program where text is typed into linkable text frames and you don't have such a thing as a large such as a lar

Now this is a good thing but with power comes complexity of use and text frames in Final Writer 97 are not as straight forward to use as they could be. I started off by pasting 600 words

into a text column, and these

are not A Moving from cell to cell can now be done via the keyboard using modifier/Return key combinations.

See Section 1992 - Section 1992 -

were fixed in this column. I then stamped the text tool down on a blank part of the page expecting to create some text, but found instead the cursor sitting inside

the fixed text column.

Once I had entered some text,
I was able to move the text block
to the blank part of the page I had
set aside for the text frame. This
is fine and dandy if there is no
text in the adjacent text column,
but if there is, you'll find yourself
typing away in the text column in
amongst the text already in there.

As you can see, this could lead to tricky situations if you have many full pages of text because on each page, you would have to go to either the start or end of the



Although not new, we shouldn't forget many of Final Writer's other great features like HTML support for those web freaks out there.



A Text frames allow you to place text anywhere on your page and link their frames on the same page or across other pages. The text frames can also have fills and borders.

page before creating your text frames. One way in which you can work around this is to have a spare text frame sitting on your page ready to be used as the basis for new text frames.

The reason you need to go to the start or end to create a new text frame is because if you stamp the text tool down on the page above or below a fixed text column, you are able to enter you text directly onto the page thereby creating a text frame. You will got used to it after a

while and although Softwood could have used other ways to do this, these other methods may well have had their own short comings. The important point to remember is that thanks to Final Writer 97, you now have complete

hen

e text

e I had

This

ause

freedom of the page to have as many text frames, linked or other wise, in which to enter your text, without any of the restrictions of days gone by.

Text frames can also be treated like other objects in most ways. They cannot be rotated, but they can have borders and also solid fills. They can even be transparent and placed over other objects like pictures and so on.

A guiding hand Text frames may be the major new feature, but one of the most useful for those who are forever

new feature, but one of the most useful for those who are forever lining up objects, are pull down guides. These are implemented the way all guides should be, in that all you do is drag down a guiding line from the rulers and



A When it comes to lining up elements on your page, pull down guides are a real time saver as well as being simple to use.

Final Writer 97
for the Jamilean Final Fin

Final Writer still retains many of its earlier features like text blocks for lines of text that can be resized and used for eye catching headings.

then use that to align objects.
They work well, really well and it's
a crying shame that all programs
don't have these

The guides can be used to help you align things by eye or, if you prefet, you can turn on Snap to Guides so objects locate with your pre-drawn guides for easy alignment. If that isn't enough, Softwood has also implemented a function allowing you to move selected objects with the cursor keys This type of function was very welcome for me, especially as it isn't normally found in the majority of Amiga programs and it's very well it implemented in

Keyboard movements

In version 5 we saw the introduction of Tables and in Final Writer 97, we see a slight improvement. In version 5, you had to use your mouse to go from cell to cell but now you can use the Return key in conjunction with various modifier keys to simply move from cell to cell. Alt-Return for example, takes you to the cell to the right of the cursor while Ctrl-Return takes you down a cell. As I prefer to use the keyboard for moving around documents, this, like the other new functions, is very welcome (although before I start my celebrations. I'll still have to sit. down and learn all the new keyboard combinations!)

There haven't been that many changes made to Final Writer, testement to how good it already is, but the text frames function is a major improvement and probably took a while to implement,

New low_

prices Final Writer, the full package, has had a price drop. It now costs only £49.95 while upgrades are even cheaper. Upgrading from version 5 will set use hack £19.95. from

£49.95 while upgrades are even cheaper. Upgrading from version 5 will set you back £19.95; from version 4 £24.95 and from any other Softwood product £29.95. All prices are subject to a £3 postage charge.

new features to look at. In all, the upgrade is definitely worth the asking price. With this latest Final Writer, not only do you have a word processor, you now also have a min desktop publishing program. In my book, that can't be bad.



A superb all round document 93 publisher



CALL (0115) 9444500 OR (0115) 9444501

APOLLO ACCELERATORS

APOLLO 1240/1260 The new Apollo 1240 features a fan cooled super-fast 68040 r at 25MHz, in-built FPU, Battery-backed clock and 1 x 72 pin SIMM socket. Making it one of the best value accelerator cards available

1240/25 OMB 1260/50 OMB 1240/25 4MB 1260/50 4MB 1240/25 8MB 1260/50 8MB 1240/25 16MR 1260/50 16MB

1240/25 32MB APOLLO 1230 LC

APOLLO 4040 4040/40Mhz

1230LC 0MB 1230LC 4MB 1230LC 8MB 4060/50Mhz Also available:- APOLLO 1230/40Mhz £99.99



NEW Epson Stylus 600 Colour Inkjet Printer Prints 1440 dpi ONLY £274.99

1260/50 32MB

Special Offers

APOLLO 1240/25 £199.99

SLIPER LOW SPECIAL OFFER PRICES 240-4MB....£219.99 1240-8MB...£237.99 1.3GB 2.5" IDE HARD DRIVE £199.99 INC CABLES & SCREWS

AMIGA 14" 1438 MULTISYNC MONITOR

B...£274.99 1240-32MB...£349.99 HOW TO ORDER

BY POST: Please make cheques and Postal Orders payable to "Visage Computers" WE ACCEPT ALL MAJOR CREDIT CARDS INCLUDING SWITCH & VISA DELTA BY PHONE: Credit/Debit card orders taken from 9.30am - 5.30pm Monday to Saturday

LOWEST PRICED TOP QUALITY RIBBONS, INKJETS, TONERS & DISKS

Printer Ribbons BLACK COLOUR These are just a small selection of our Ribbons - Ring for those not listed

3.5." Disks & Disks Boxes Inkiet / Bubblejet Cartridges 25 Dieke £10 £11 50 Disks €18 £24 £36 100 Disks 266 206 Inkiet / Bubblejet Refill Kits 500 Disks £125 £148 £187 £288 All Disks Certified 100% ERROR FREE & INCLUDE FREE Labels Able 3.5" Boson Drawn Other Boson & Wallets
Cassed tr Box 5.99 3.5" 10 Cap. Boson 1.50 50 Capacity Bax 4.59 33" 10 Cap. Boxis 1.50
50 Capacity Bax 4.59 35" 6 Cap. Wallets 3.59
340 Capacity Draw 18.59 Lockable CD Drawers
16.50 Various Dust Covers available from £3.99 Ring For Cartridges & Refills not listed

Normal UK Delivery £2.00, Next Day £7.50

01543 250377 01543 250377 Ring us or send cheques to:





Siamese 2.0



■ Price: £199 ■ Developer: HiQ ■ Supplier: HiQ © 01525 211327 http://www.siamese.co.uk

The long awaited Siamese RTG system is here. promising to enslave a PC's best features to boost the Amiga. Sounds too good to be true?

he original Siamese system was a highly innovative and practical connection system between the Amiga and a Windows 95 based PC compatible. Now version 2.0 allows you to view your Amiga screens in a

to share files, printers and more. SCSI network for sharing files and a video switcher card. located inside the PC driven by serial. The internal cable to the PC's serial port is re-routed to the video switcher card and a new serial D plug connected to the card as a passthrough and attached to the PC's video output, wedging the video switcher card into the serial link between the PC and Amiga.

window on a fast PC display and

Convoluted connections switch the video as desired. As Phew, so what next? Software is you'd expect, the video card has loaded onto the Amiga and PC

the Amiga and PC's video output plugged into it. A video cable is which enables both machines to



the software on Amiga With the software running, the two clients can now communicate with each other and the video card. Either machine can now send its keyboard and

provided for the

Amiga. The single

video output is then

connected to a moni-

tor, (if we're going to

be using Amiga native

modes), and we have

mouse input to the other. The idea is that you can now use the Amiga's keyboard and mouse or the PC's depending on your preference. Running the Amiga96 client on the Amiga gives a little Windows 95 style task bar, Click on the Windows logo to switch the video and keyboard/mouse input to the PC which has an Amiga style front-to-back icon in its own task bar. Click on this to revert to the Amiga screen with the keyboard/mouse input appro-

priately being sent to the Amiga. The system works remarkably well. Only one monitor, one keyboard and one mouse need to be on the table. Yet we have full access to both machines. Of

original Siamese system introduced a SCSI network. A SCSI cable was connected to the SCSI port on a PC SCSI card, into the Amiga's SCSI chain. A SCSI hard drive could then be accessed by both machines. You just don't get faster file access than a direct SCSI hard drive connection. It does mean SCSI all round and a spare hard drive though. Oh and CrossDOS doesn't support Windows 95 long filenames so only the alternate 8.3 filenames are available from the Amiga side. This is annoying. For example aproperfilename.jpeg would turn into aprope~1.jpe, arrrggghh.

course the next vital component

is being able to share files. The



A Here we can see the Workbeach screen under RTG and PC DISK, the narallel network from Network PC (page 60)



Faster than Ethernet

The SCSI network is still the fastest PC to Amiga network. faster even that Ethernet. So if the filename problems aren't an issue but speed is, this is the way to go. There are plenty of alternatives though. One of these is the builtin MountPC function of the Siamese system. This mounts the PC drives properly, i.e. PC:C/ is the PC's C: drive. Long filenames are supported properly but since the data goes via the serial cable, other than infrequent file sharing.

The performance issue is governed by how fast the serial connection can be driven. The PC will happily do 115200 baud, even higher but Windows 95 seems to have some kind of maximum limit in typical stupid PC fashion. The Amiga can do 115200 if your Amiga is a fast machine, we're talking 68030 material for reliable 115200. Thoughtfully, HiQ have provided a HiSoft Surf Squirrel driver to use the Surf Squirrel's high speed serial port. This will enable faultless 115200 communication. There's a driver for the new HiQ whippet PCMCIA serial adaptor also. A future plan is to exceed 115200 baud by using one of these devices in conjunction with a fast PC serial card and an appropriate serial driver (which bypasses Window 95's silly standard

the PC in the background.

COM: port 115200 limitation). There is a plan by the company to support the Evetech PortPlus which also benefits from fast serial times. These third party serial add-ons are all the more important if the Amiga is expected to go online with a modern and so on. However, the interest in high speed serial has more to do with the new RTG than file transfers. We'll cover this later in the review.

Printer sharing

doesn't use parallel at all. What about a printer? Well you can plug the printer into the PC and access it from the Amiga. Is there anything the Siamese doesn't connect together? Ahh but if we're thinking about a second parallel network, the PC's parallel port is used. No problem, let's just stick a second dirt cheap IO card into the PC so it's got two parallel ports. Now we can use a parallel file transfer system and a printer. on both machines, via the allsinging, all-dancing Siamese system. For more detail on parallel port file sharing, check out the head-to-head review of the Network PC and Gemini systems on page 60.

So what else does the magical Siamese system do? Oh, little trivial things like sharing the clip-

board. Are you crazy? This is stupidly useful! Think about it... if you're in CED on the Amiga, just mark text and Amiga-C to copy to the clipboard. Now, switch to the PC. Microsoft Word perhaps? Paste and whammol The text is amazing, just amazing. There's also a neat little function to set the Amiga's time from the PC Handy if you haven't got a realtime clock but then again who hasn't these days...



less HD.Joss \$1200 with Siamese!

Siamese RTG Now it's time to look at the RTG

Dec '96 issue of CLI

So, what is this RTG thing? RTG or ReTargetable Graphics is the act of re-routing graphics from their original destination to another dienlay For Aminas this means capturing the Amiga's display to send it to a graphics board using software made to do this as the Amiga never did have a real RTG system of its own. CyberGraphX and Picasso96 are the two systems needed - last month's review of Picasso IV gives some idea of the issues concerned. With the Siamese RTG things

are radically different. The software sets up new screenmodes as you would expect. Selecting a screenmode, causes instructions for drawing each element of the Amiga's display, backgrounds, icons and GUIs etc., to be sent to the PC. The PC server then converts those instructions into Windows 95's graphic API. And it works! Without seeing it in action. it's difficult to describe how strange it is to see in operation

A Siamese RTG screenmode is selected and blam, the Amiga screen goes blank. A window appears on the PC and the



A Hely cow! On this Hires screen we've get several Amiga screens in windows. even Cinema 40 is quite happy to operate via the RTG system!

The Future:

+RAM

eans

me

des

de is

18

and other key performanc enhancing features are in the pipeline. The obvious as proved problematic on he PC but is being worked n now. This should give a on now. This should give a fantastic performance boost to the speed of the display. Also in the pipelin is support for an Ethernet link which would limit Siamese RTG more or less to CPU power alone. Another obvious factor is Internet connection. The ability to network the PC and Anisa via TCPIP a use Internet app Netscape on the PC Netscape on the PC, AmIRC on the Amiga for example. Work progresses in this area also. The Siamese RTG system has very big things ahead of it for the future.

Amiga's display is redrawn onto it. Holy cow! You can even use the the Amiga screen on the PC within a window on the PC, you can use Amiga programs. Things don't behave exactly as they do on the Amiga but the author, Paul Nolan,

is working on improvements all the time. The saviour here is that if the switcher card is in place and so on, it's possible to swap to the real Amina screen if an application proves dodgy under RTG.

if that particular application has specifically opened a Siamese RTG screen. This can be done on Workhench via the screenmode preferences to move Workbench tions naturally annear in the and screen windows can be easily iconified to the Windows task bar RTG screens, as the Amiga is quite capable of doing then we get multiple windows on the PC each neatly named with the title of the screen on the Amiga.

So one application, say a paint blindingly quick at moving things under the RTG, can be run on the real Amina display When activating this screen, wham - the video card switches to Amiga video MUL can be run on Workbench or if they allow, sent to a fresh RTG public screen. For example, MUI has public screen management screen in the PSI screen manager quickly sent to the new public

screen to appear on the PC video Flexible system amazing. You can run all of your Amiga applications and individually decide if they are better on RTG. How do they appear on the said before, firstly the system is

資Stat Minuse PCS. 資Arige Sorm Without Wo A Kicking butt with the Siamese RTG! You can see us accessing a CUCD via a parallel net-

work, much faster than the otherwise adequate MountPC aspect of the Siamese system.

around since this is handled on the PC locally and PC graphics cards are still sadly well beyond the current level of Amiga graphics cards. You've seen solid window dragging before but not like this. A basic PCI 2Mb S3 Stealth video card on a P90 moves windows silky smooth. Strangely icons do not appear to drag, dis appearing and just appearing where they're dragged to. Paul workground to this yet, though

The RTG system does slow down if loading actual bitmaps Normally too quick to see, GUIs are constructed by a variety of techniques, from drawing lines. circles and filling, to transfers of bitmap images. The instructions for drawing lines, painting and so on are only a few bytes so even ciable time. Since the Windows graphic API is used, a specific video card driver on the PC will support the hardware acceleralines, painting, blitting and so on.

faster under Siamese RTG than any Amiga card. Really it's true. often integral parts of GUIs, this slows things down. Even fonts have to be transferred as bitmaps and all this data uses the dead slow serial link. When Workbench onens a window, for example, you see the window appear instantly, the serial rate, the better the response. The first PC I tried would only seem to work at

38400 baud, though another ran could have been a later version of Windows 95 on the second

Conclusion

If you've got a PC and an Amiga, or are contemplating crossing onto the dark side and buying a destiny. The Siamese system is so damn good, so flexible, so powerful and so thigh slappingly useful you can not be without it, especially given the absurdly low cost for what's on offer. While it may be a little tricky to get working, you could continue to use the outrageously slow, low resolution AGA display, clutter your desk with computers, keyboards and monitors and swap data with 720K floppy disks. Be serious! You need Siamese RTG now! HiQ's number is 01525-211327 so stop reading the review, phone

them and buy it! **Mat Bettinson**









FI

harwood

We've been providing since 1982 and today including Blizzard and Cyberstorm along with other peripherals.



PortPlus

Price: £99 Developer: VMC ■ Supplier: Evetech © 01632 713185

The PortPlus promises to add two serial and one parallel port to the A1200 without using the PCMCIA or the trapdoor. How? Read on.

s you know the Amiga has a built in serial port which was created before even 9600 baud modems were on the market. It was remarkably nowerful at the time but today's serial requirements (such as those of fast modems) have bettered the capabilities of the Amiga's 8520 UARTs.

Multi benefits

It's not just modems that benefit greatly from high speed serial. Pronet, for example, has a serial driver that will use any specified serial device. So will the various serial SANA-II drivers for TCP/IP Internet networking, perhaps to a PC or the like, so there are many

advantages to serial expansion. The PortPlus is Eyetech's rebadge of the German VMC HyperCOM 3, though I can't see what's wrong with the HyperCOM name. It provides two high speed serial ports each with 16 bytes of FIFO buffer and an additional parallel port. More about that later. The most innovative aspect of the PortPlus is where it fits A1200s

have an under-used expansion port that not many Amiga users will know about. It's the clock connector near the floppy drive. To get at it, you remove a section need to get out the metal sheers. as this particular part of the shield has been made to be easily removable. All you need to do is to bend up the metal lugs and pop it right out. Bending the lugs back down flush, you now have an exposed section of the motherboard with a small header which was designed for a real time clock but can handle lots more. It turns out there are quite enough signals here to use it as a fully fledged expansion port.

Confused? See the photograph below to get an idea of how it all

links up. **Tiny PCB**

The PortPlus PCB is tiny and it fits the hole perfectly, sliding onto the header. It's probably one of the neatest expansions I've seen that wasn't in the trapdoor, Plugged into it are two standard PC slot

A This shows the PortPlus dropped into the hole that's revealed after the hatch in the RF shield is removed. It's designed to perfectly fit the hole and plug onto the clock connector.



blanking plates. The first has both a 25 nin and a 9 nin serial connec-The other has a 25 pin parallel port. Obviously designed for a tower case, these could be attached to one in seconds for perfect rear panel mounting. For normal A1200s, tough cookies. You're going to have to trail the wires out of the case and deal with ugly sockets on wires hanging around. Not for the neurotically tidy but still practical.

Software is on a single disk. By way of scandalous economy, the disk contains the drivers for the full range of HyperCOM products. none of which we've seen before but are alleged to include a Zorro unit. The installer is in German but we muddled through. It turns out that all it was going to do was conv hyperCOM3 device to devs: so an English translation shouldn't

have been too much to ask for. No parallel?

Did you notice the lack of a parallel driver? We did. There isn't one. There isn't one in the public domain either. There isn't one on the Aminet on the web and Evetech don't have one - certainly not a useful networking driver for it. £100 buys you a 'Port' plus that is actually a 'Serial' plus because no-one bothered to write/supply or otherwise ship a parallel driver. This really is a poor show. It's times like we wonder what some vendors think it's possible to get away with. It's just not on!

The serial ports worked very nicely indeed though: very fast, very low CPU usage. It worked first time with Miami and I got online with the PortPlus in minutes Everything else I tried worked nicely too. All we need is a Siamese driver for the PortPlus

and the RTG could run at a high serial rate (the Siamese author is already working on this). As for serial, the PortPlus does exactly what it says on the tin, with the 16C553 chip performing identical ly to the 16552 on my GVP IO expander in our office A4000T. This is a plug 'n' go card in this respect - rarely is an Amiga addon this easy to get running.

DIY driver

So... the PortPlus is £100 worth of two high speed serial ports and a useless parallel port, making it not very good value for money even if the serial ports are good. Sysops out there will be interested allowing them to run a multiline BBS, but the rest of us might as well settle for a HiSoft Whippet or the PortPlus Jnr, both of which cost half as much and will feature in next month's CU Amiga. If you happen to want two ports or fancy having a go at writing a parallel driver yourself, the PortPlus may be for you.



PORT PHIS ina 1200 with a clock present

Good expansio

Burn It

Price: £79-£109 Developer: DnS ■ Supplier: Titan Computers © +49 (0)421 481620

As the cost of CD writers plummets, another software package arrives to challenge MasterISO and MakeCD. Just how does it shape up?

ast month we reviewed the excellent MakeCD software and awarded it 92%. Burn It arrives sporting a different selection of features including the ability to scan a CD's structure to duplicate it perfectly by writing in the so-called Disk-At-Once mode. This is the killer feature of Burn It, as every other package writes in Track-At-Once which places some restrictions when working with

hara is

rith the

ial ports

useless port.

nigh nor is

the

add-

multi-

This feature may be Burn It's greatest strength but it doesn't let of creating Amiga CD-ROMs. The GUI runs on a custom screen (of easier to navigate than MakeCD's kludgy Triton GUI library based basic, relying on GadTools alone but it's easier to find what you want quickly. There's a main menu window with a group of 9

audio - fixed gaps between tracks

icons - clicking on each will

A Burn Its main features are click on icons... It's a pity hat you can only run them one at a time.

activate a major function of the package Unfortunately you can

CD-R support Most of the critical preferences are laid out on a simple but busy

GUI The buffers settings tells of actual used memory. The package will use the excellent asyncio.library if desired like MakeCD, for efficient hard drive performance. Dummy write can

he activated as well as eject after writing. The SCSI device used for CD writing, reading CD audio and as a source for CD to CD copying can be set. Burn It is compatible. with a range of CD-Rs though it doesn't let you know that it specifically recognises yours, even if it does. Check the demo supported CD-Rs. The key Phillips. Yamaha, Sony, Ricoh, Plextor, Plasmon and TEAC drives are supported which covers most bases.

The ISO building engine is quite sophisticated. Burn It is capable of writing simple 100% compliant ISO 9660

volumes up to level II with full BockBidge CDTV boot straps and so on. It doesn't have MakeCD's ability to sort file extensions such as info for quick-Burn It also records specific Amiga file flags such as the Pure and Script flags. Only modern CD filling systems like ASIM and AmiCDES will recognise these though.

The ISO maker is easy

Emulate Mrite VI Eject 1 Buffers | 32 Write Pad __ Async I/D | Steps | Memory used 128 KB Write Speed [Quadro Use largest free block # Kb Cache (OTF, Writegracess) Destination CO-R scsi.device Unit:3 YRMONE CD8188 Source Drive : Unit: ReadCOD Drive : Unit: Dir handling B Scan only contents of Directory Uniform Date ___Date : 24-84-97 89:53:47 ___ Device = Draver CDIV File : VI Use File-Version CD 32 VIFILE : [\$0:cd32.TM (Hrite in File Save Use Cancel

▲ Burn It's general preferences shows that it's well armed for creating Amiga CD-ROMs.

be added to the CD, displays the number of used blocks (although strangely not a Mb counter as only MasterISO does). Accessing with the volume name of the CD and the general preferences is easily done. Building the ISO volume itself is on a par with MasterISO and ever so slightly faster than MakeCD. However, MakeCD can be far quicker by building and writing on the fly which saves time and significant amounts of hard drive space. Given the cost of Burn It, this is a serious feature oversight

to use and after scanning files to

Back up morals As mentioned at the start, Burn It

really shines when it comes to Disk-At-Once. Put simply, for the production of audio CDs you can't beat Burn It. Kicking the DAO function into expert mode allows editing of index and track markers so that a track on a CD could be in the middle of audio and so on. The GUI is a little buggy and needs improvement but everything needed is there and works well. There's no doubt that Burn It is also surprising well armed to 'back up' console game CDs but this isn't the place to go into the morals of that endeavour Strangely, the version of Burn It that can do DAO recording costs extra and is certainly not cheap. The Track-At-Once version of Burn It also compares quite badly price wise to the cheaper and more capable MakeCD. There's extensive options for

reading digital audio data raw from a CD, converting existing audio formats to raw CDDA data and copying a data track from a source CD-ROM directly to the CD writer (which I never really saw as a good idea).

As a Disk-At-Once capable CD-R package you can't beat Burn It, though it seems a little silly to charge extra for this function. It does create faultless Amiga CD-ROMs though I'd like to see options to create PC specific CDs with Joliet/Romeo ISO types but this criticism could cover all Amiga software at the moment, If you're primarily interested in making data CD-ROMs, MakeCD clearly still has the edge but if you intend to be doing some serious audio mastering and perhaps some of that 'backing up' then Burn It may be the shot. Burn It is a truly professional package and certainly comes recommended as long as you can afford it. Mat Bettinson



Gemini

■ Price: £29.95 ■ Developer: Intrinsic ■ Supplier: Intrinsic © 01474 533500

etting data between an Amiga and a PC can be tricky, Luckiy, Workberch 30 and above come with CrossIOS as standard so that the Amiga can format, reed and write 720K. MSDOS disks, It's still not ideal, as these disks only store 720K as the standard large filles meet to be again tilled 72 for preservel long floor and the fill the

Enter the Gemini system. It consists of a parallel cable with PC and Amiga installation floppy disks. The PC software is simply copied onto the PC's hard drive. The Amiga has an installer which

copies all of the relevant files onto proper long
Workbench. A device
driver called PC is stashed in stor-

driver called PC is stashed in storage/DOS drivers. To mount the network we now just click on this DOS driver icon after running the PC's software. A default icon. 'PC DISK', will

appear on the Workbench.
Opening this and activating 'show all' icons, will display directories corresponding to the drives on the PC. For instance, PC:C/ is the PC's C drive. The network is unidirectional, although the PC doesn't see the Amiga it wants everything to be done from the Amiga end.
Transfer rates are in the order of 38K/s to the PC and unfortu-



Accessing a CUCD via the Gemini. The CD is in the PC's CD-ROM drive and, since the network has proper long filename support, everything works just fine.

r- nately only 20K/s to the Amiga. Not blistering, but still a lot faster than serial and we get long filenames and are free to do something else if it's copying across huse files of data.

The Germini system falls down however, as I.C.S seem to have made no effort whatsoever to improve upon the basic PD Ami2PC shareware. There's no PC doesn't tell you where it's put the diviers. It also copies files to your control of the company of the put the diviers. It also copies files to your what they are. No default telling you what they are. No default telling you what whey are. No default telling you what whey are wided for the PC: drive, finally, no

way of altering the network settings after installation is provided. There's no cloubting that Gemini does work but it's a pretty pertinent example of how not to present what is a useful package. Any hardware package should consist of more than just a video case, a cable and two shovelware floppy disks of PD.

Mat Bettinson

Network PC

■ Price: £19.95 ■ Developer: Weird Science ■ Supplier: Weird Science © 0116 234 0682

eird Science has based Network PC on the same PD Software as used in the Gemini system reviewed above, but has taken it further. Called the Network PC package, it provides a parallel cable with Amina and



PC installation disks but here the similarity ends; its cable is a good metre longer than Gemini's and presentation is far better with much enhanced PD software. A proper Windows Install

Shield installer is provided on the PC. It asks where you want it and adds Network PC to the Windows Program group so it can be easily run by selecting the icon via the start bar. The sparse configuration options are also handled duration potions are also handled duration installation but this is certainly better than simply expecting you to copy the files yourself as with Gemin's swelf as with Gemin's swelf as with

The Amiga side sees an improvement also; the disgusting standard icons are replaced with Magic Workbench icons. Weird Science always did have a fetish for Magic Workbench. The Amiga disk will actually boot and contains the drivers ready to run right from the floppy disk. The Installer



▲ Weird Science went to the effort of making the Amiga disk bootable, added some properious and fixed up the installer. It also makes a useful Network PC drawer to run it from.

is much improved also, creating a handy directory with icons to activate the few utilities that come with the Ami2PC package. The most useful is MountPC which activates the network without having to go digging for the DOS driver yourself. The preferences can be altered via an installer, unlike the Germini where editing

env. vars. needs doing by hand.
The Gemini and Weird Science
software won't work with each
other's cables but both of them
perform identically. The Gemini is
provided with a slightly later beta
version of the software, but otherwise the Network PC package is
far better in terms of software.

The drawback with both packages is that they hog the CPU during transfers so that the Amiga effectively acies up. I would have liked to have seen interrupt driven parallel to solve this problem, even given speed loss. You can't best it for getting files between the Amiga and the PC. (barring and it even works great on top of the Samese system.

88

Viper Mk4 42Mhz 4MbRAM

Price: £89.99 Developer: M-Tech ■ Supplier: Power Computing © 01234 851500

ower Computing seems to be taking on the role of barrow boys of the accelerator world with its latest line of acceleration products. Like those Fast is chucking more and more in the bag until you feel you can't afford to say no. 4Mb of RAM? Fair enough. Tell you what, call it nine-'030 chip too. And just for you I'll



stick in a copy of Doom clone Breathless, Another fifteen and I'll chuck in a 33Mhz FPU to make ver Imagine renders go like a cat with a firework up it's behind. Tenner on that and I'll chuck in the Wordworth office CD (we gave that 92% at £50 in February). You can't say fairer than that, can you? No. you can't. This

board's such a bargain it's crazy

It's hard to believe the price is for real. The '030 has a natty little heatsink glued to it, generally a good move but covering the writing on the chip and we wouldn't be too surprised if it was overclocked, but it seems to work fine. It isn't up to the speed of the



such as the Blizzard Mk4 50Mhz. but it is plenty cheaper.

There are of course niggles aren't there always? The most obvious niggle is that this board isn't expandable. The RAM chips are surface mounts rather than using a SIMM socket the way higher end accelerators do, so you are stuck with that 4Mb. The point of this board however is that it brings acceleration to the masses - people who haven't considered themselves as power users can now put themselves right up to current spec for a very reasonable outlay. For £105 you get a pretty serious accelerator with 4Mh RAM an FPU and Breathless for free We strongly advise the unaccelor ated to buy this if you can't afford anything meatier. It will seriously improve your machine and if you have a CD-ROM drive, you are in for a treat... Wordworth & Office CD-ROM for a tenner is as big a bargain as the board! Now there's no excuse to be under-powered. Andrew Korn

Power 4Mb RA

■ Price: £49.99 ■ Developer: M-Tech Supplier: Power Computing © 01234 851500

his and the product above represent a half of Power Computing's current assault on the expansion board market. The other two are a high end A1200 '030 card and an '030 board for giving the old A600 a new lease of life at turbo speeds - watch for reviews next month. In this new hierarchy, this card is bottom dog. Still, for £50, you can't expect

much can you. Just an unexpand-

able 4Mb expansion board. Oh,

with an FPU slot - add another tenner for a 20Mhz 68882 or £15 for a 33Mhz version. Oh veah and there's Breathless chucked in free, and of course for an extra tenner they'll throw in a copy of Wordworth 6 Office CD-ROM too. Damn! They're at it again, throwing silly bargains our way like there was no tomorrow!

In practical terms, you have the obvious benefit of a perfectly reasonable total of 6Mb of RAM instead of the measly 2Mb the A1200 is shipped with



and the presence of Fast RAM which will speed up your Amiga as it avoids the bottlenecks which hold up Chip RAM, You can look at the graphs to



makes but roughly speaking, this one makes your computer run at about 50% faster than unexpanded A1200s.

Fitting an FPU makes little difference in everyday life, but when using a package designed to take advantage of an FPU such as Vista or Imagine it can make a huge difference. FPUs, or Floating Point Units, can deal with mathematical fractions without having to convert them the way a non FPU equipped system does, making some maths intensive processes such as 3D rendering go many times faster. In comparison, the board above makes your computer go about 400% of unexpanded speed and has the same FPU advantages.

We are going to take an almost

unheard of stance. This product has a Superstar award because of the low price and bonus extras it would be churlish not to. But we find hard to recommend it over the one above. Even if cost is a major issue for you, the Viper Mk4 above isn't that much more in terms of cash, but is streets ahead in overall value. Andrew Korn



pretty kage

Amiga driven

■ Supplier: Raach ©+49-07587-1201

f you're a Populous fiend or just an all round Amiga user, sooner or later your mouse is will die. Most should enjoy a long, fruitful life, but the end is normally swift

end is normally swift.
Replacing mice is easy – flip
through the pages here, and you'll
find dealers ready to sell you various replacements. Prices aren't
bad but choice is somewhat limited compared to PC mice.

This is because the vast majority of PC mice are serial mice rather than the Amiga's "bus" design. Up until now, PC mice have been off limits to us as to get serial mice working with Amigas you typically need to give up your serial port and load additional enforcement from the PC mice. So, If

your system goes down, you are without mouse control until restored by hand. These mice are useless for most games too.

The Topolino gets around all the problems. It's a small silven box that sits between your Amiga's mouse port and the PC serial mouse of your choice. Inside is a micro controller which allows use of the vast range of PC input devices on your Amiga and it's as simple as it soundle as it soundle as it.

No additional software is needed to open up a whole range of products to your Amiga – not just cheapie mice, but a variety of trackballs and infrared devices, including things like the Logitech hand-held trackball. This comes in very handy for group demonstrations and the like, or just for



▲ The Topeline allows PC serial input devices such as mice, trackballs, or even infra red controls to work on your Amiga. It just sits between the mouse port and the serial device.

showing off by controlling your computer from across the room. One pitfall is that many cheap PC mice have three buttons but the middle button isn't wired up, presumably as a cost saving. Still it's quite possible to get a good PC mouse for a less than £10. The Topolino is compatible with all Amila models (though

A1500/2000s need an adaptor)

As to cost, the Topolino is

more expensive than some current Amiga mice. But if you want to open the doors to serial inputs and mass market peripherals, the Topolino could pay off for you.

Jason Compton



Insert 104

PC Keyboard Adaptor

Price: CAN\$39 (approx. £18) Developer: MicroBit Research

Supplier: www.nationalamiga.com © 1 519 858 8760

ve been convinced, during my skywers as the owner of a number of the owner of a problem that required repair. But I have seen a problems crop up in keyboards or problems crop up in keyboards of interesting the owner of the owner owner of the owner o

Replacing the keyboard on a big-box Amiga isn't cheep. In the US, they are typically at least US\$50 (about £35), and in the US often twice that. It's hardly surprising — Commodore built replacement parts but they haven't been around for some time, and while Amiga Technologies did produce keyboards for the A4000T, there's a relatively small number of those out there. On the other hand, the PC industry churns out colossal amounts of keyboards for new systems as well as for replacements, and these can be had for prices around £10 in consumer surplus catalogues. So, with the idea of bridging that gap in mind, the insertIO4 from MicroBit

It's no new concept, of course Lazarus Engineering's KB-10 adaptor promised much, but after a severe crash you had to switch off, making it impossible to

Control-Amiga-Amiga.

The Insert 104 is smaller,
cheaper, and free from the prob-

Using a PC keyboard on a Amiga used to be uncomfort because while PC keyboards had more colal keys. the arrangement was all wrong for our purposes. However, the new 'Windows85' keyboards add three keys (for a new total of 104); wo of which map perfectly for Arrigia users—the left and right "Windows" keys are exactly where you'd expect, your left and right Arrigia keys to be. The rest of the keyboard maps more or less as you'd maps more or less as you the work of the work of

be. The rest of the keyboard maps more or less as you'd expect, with the bonus that the "Windows Menu" key is mapped as a screen-flipper, Insert and Home can be used to answer requesters, and the extra European keys are mapped at F11 and F12 on the PC keyboard. Typically, a PC keyboard will require you to get used to a Control key at a new location but

if you're used to an Amiga key-

board you'll easily adjust.

AVVIGA
SUPERSTAR
Why use the Insert 104's for you.

Why use the Insert 104's Well
if you're looking to replace an
Amiga keyboard, the Insert 104's

Why use the insert 104' Well, if you're looking to replace an Amiga keyboard, the Insert 104's price of about £18 plus a cheep PC keyboard comes out at less than a new Amiga keyboard. There are also a number of "gimmick" PC keyboards, such as

A If you've fancied using the variety of PC

Star Trek-style designs, and if you're into that sort of thing don't hold your breath for someone to build a special Amiga model.

Presently, National Amiga does not have a UK distributor, but are

hoping to establish one soon.
National has a track record of serving customers worldwide, so if you can't wait rest assured that they will take care of you.



Air Mail 4.22

Price: (\$40) £25 Developer: Toysoft

Sunnlier: www.snots.ca.ah/~tovsoft/ ir Mail is an F₂mail to access each of the sub sections. I believe this to be convoclient for the Amina While there are sever-

al shareware ontions this Canadian commercial effort promises an impressive array of features to back up the £25 price tag. All Air Mail requires to function is a decent TCP/IP stack like AmiTCP 4.0, Miami or MLink, Workbench 2.1 or higher and, of announces "Yew gawt may!!" course a mail server account which is normally provided by an Internet provider when you sign up. Air Mail is also an MUI appli-

cation so MUI 3.2 or later will need to be installed also Air Mail's documentation is intelligently provided in HTML form since a netted Amiga will have a web browser on hand. When running Air Mail, we're Air Mail do that)

luted as if I do not have the mail package iconified, I wish to be

viewing the incoming mail folder. To activate major sections of Air Mail you have to click on the hadly drawn and unfamiliar icons. although the first order of business should be to get rid of the American/Canadian voice which

The catalogue of annovances doesn't stop there: The package randomly decides how much text to quote when it replies to mail. the From and To: headings appear totally blank at all times and the decoding of attachments will only go to a preset location inside the Air Mail direction! (And you have to press a button even to make

The badly drawn buttons make use of the MagicWB palette.

(tough luck on anyone who doesn't run it), and have icons that are not easily interpreted. Some of the icons even disappeared by themselves and I got random errors when trying to send mail. Also my signature always appeared corrupt in the Edit Signature section. No other PD mail package I have tried has

any problems with my mail server Air Mail is reasonably well decked out with features, the folder handling and pre-defined Forms for sending E-mails and so on are nice touches. However the basic functions are lacking compared with even the totally free YAM. The GUI is hadly constructed with MUI to look only good if

A Here's the Airmail button bank dealing badly with my MUI textures. The reader itself can be seen underneath

> Heck I even had the odd Air Mail crash which is totally unacceptable for a basic mail package. When ToySoft sort out these problems. Air Mail should be a top contender but right now, no one could recommend shelling out money for this poor program when much better packages can be found in the public domain. Mat Bettinson

you never bothered to customise

your prefs. just like the author.

IDE Zip Drive

Price: £119.95 Developer: lomega

■ Supplier: Evetech © 01642 713185

he IDE Zip drive looks very much like a flop py drive. It has an unassuming appearance for something which promises all of the advantages of a removable hard drive for a frac

such as a Squirrel has been able to use Zips since they first hit the streets. The advantage of this unit is twofold; firstly, it needs no SCSI interface, and secondly it is relatively straightforward - very ROM drive. A step down connector from 44 pins to 40 is necessary for A1200 users, but A4000 owners can just plug straight in. The power connector

is a standard 3.5" hard drive type.

Eyetech provide very straightforward driver software which is a breeze to use. If you already use a you'll need an IDE splitter though.

Alas, all isn't roses. The IDE interface doesn't seem to behave itself, leading to a fairly major limitation. To work around this, Evetech's software installs a Rigid Disk Block (RDB), the equivalent to a disk boot block for a hard drive) to the Zip disk as if it was a hard drive. As a result disks are mounted only when the computer boots up. So if you must change disk, you have to reset. Eyetech make something of a selling point of this, suggesting that users might want to have several Zip disks configured as system boot disks and thereby have a different system set up for each member

of the You may consider hav ing to reset is lem, in which case truly great. We how ever, are not really

convinced that it is worth the 50 odd quid saving over a SCSI device.

We are however sure that this problem with resets will eventually he solved - the latest version of IDEfix claims to cope, although we haven't got it to work yet. We did just about get it working via a mountlist using AFS (Ami File Safe, which has major speed advantages over FFS on a Zip),

told us that they are indeed working on solving

the problem - when they do, this is will undoubtedly be a 90% plus product. Until then, most people would be best served by waiting small gremlin, in an otherwise

excellent product. Andrew Korn

wire

the

Well. 104's

a does ut are

ide, so

Scene

The PD scene turns up trumps yet again this month, showing some of the best, and worst things to do to your Amiga.

_			
	****	Totally	blinding
	****	Good	

- ****
 Average

 Substandard

 Oh dear
- **Posiden**

Game

- Available from: Classic Amiga PD, 11 Deansgate, Radcliffe, Manchester M26 2SH
- Tel: 0161 723 1638
- Price: £1 plus 75p P&P per order.

I remember seeing games like this on the VIC20 and they were but then. In this master-piece of 2-grade gaming you have been magically turned into a fish, and can be restored to human form only by the ancient Greek see god Poseidon. In your quest for this fishly delity you must float gradily up and down colliding with the small yellow fish which sip from one end of the screen to the other.

Your quest is made difficult by the presence of an ever increasing number of jellyfish. These aren't really a threat in themselves, as they are very easy to dodge.

The difficulty of the game comes from the fact that avoiding being stung by jellyfish puts about half of the little yellow fish completely out of your reach, and as the little yellow fish are so infrequent you tend to rush recklessly for them in a desperate attempt to end the tedium as quickly as possible.

I really am the last person to claim that a game has to have flashy graphics to have playability—the major problem with this game though is that it has neither. ****



Star People vol1

Slideshow

Available from: PD Power, 15 Lovetot
Avenue, Aston, Sheffield, S26 2BQ

■ Tel:01374 150972.

■ Price: 50p per disk & 75p P&P.

This disk appears to be an advert for a scanning service. Whilst there are always going to be people who want to use a scanning service, I would be surprised if there were too many people who would want to use this disk.

It's a simple 'play a mod and show some pics' sort of a slideshow, the images being scans of an assortment of famous people. From a 16 grey scale image of Sandra Bullock looking like no one warned her a photographer would be present, to a HAM image of Peter

Britis

Andre, who apparently thinks he is a musician, this is a disparate collection of celebrities some of whom are bound to be objectionable to anyone.

Kick It

Game

Available from: Saddle Tramps PD.

1 Lower Mill Close, Goldthorpe.

Rotherham S63 9BY

■ Tel: 01709 888127

■ Price: 80p plus 50p P&P.

Allow me to appliciple in advance for awerding this game of the month. Inney have staken leave of my serieses. This whole tide is sheen allowed on my serieses. This whole tide is sheen Anything this range gets my vice. Which my control to the loading up, weeping in the moments of this loading up, weeping in the confice was crowded around vestibility on play the Ladden, a being who appears to be an axied action photos with a final for a direct and the control to the c



on the zombies as they approach.

The presentation of the game is excellent. There is a suitably bouncy toundtrack, bizarre sound effects and brilliantly drawn or

effects and brilliantly drawn cartoon characters. The zombies sharmle along great and lie with their legs sticking into the air when they are killed (any out kill a zombie?) and they are killed (any out kill a zombie?) and the sprolling backgrounds are filled with bizarre details and suspicious tooking characters in brown coats. I suspect there is some word, prevented subtex here somewhere, for which blame programmers Los Labians. Division of the Three Little Eiks, who appear to be either a Swedsin coding team or a car in the community collective. *****

Aerial Racers Racing game

Available from: Saddle Tramps PD,
 Lower Mill Close, Goldthorpe,
 Rotherham, S63 9BY

■ Tel: 01709 888127



about the quality of PD games when this disk, which was rammed unceremonicusly into my drive, turned out to deserve gentler treatment. A racing game in the style of locid software's overhead cow-with-a-caravan extravaganza Skidmarks, Aerial racers combines playability and a good degree of depth. Up to four people can race timy little cars around a scrolling sometric racetrack which is about twice the size of the properties of the properties

size of the screen.

Although the driving dynamics are a little odd, the game works well with fast action, manic collisions and tracks which can include ramps and jumps. There are still a lot of little niggles to iron out, such as being able to drive the wrong way up jumps and the fact that most of the cars to choose from haven't been implemented wet. but

thankfully, none of this detracts from the fun in any major way.

What really makes this game though is the fact that it comes with a rather useful track

What really makes this game though is the fact that it comes with a rather useful track editor and, unlike many co-alled editors, it studies works, fou carri do T junctions for roads and after the track height to make ramps and jumps. Graphics are basic but well done and the controls clear and well laid out. With a few little frees and add one, this title would be worth a ficenseware fee. Its current products a real track and the controls clear to the control of the controls clear and well as of the controls clear and well as of the controls clear and well as of the controls are controls as the control of the controls are controls as the control of the controls are controls as the controls are controls are controls as the control are controls as the controls are controls as the control are controls are controls as the control are controls are controls as the control are controls are controls as the contro

Lost on Parrot Island

Adventure

■ Available from: Frank Otto, Grelckstrasse 27, 22529 Hamburg, Germany. E-mail robocop@dame.de

■ Price:£7.99 plus £1 P8P

With a name like Lost on Parrot Island author Franck Otto isn't trying hard to hide the inspiration behind this product. We would all love to see an Amiga release of Monkey Island 3, but until then, this isn't a bad little compromise.

If the quality of graphics in an adventure game is particularly important to you, you'll probably have some difficulty getting on with this title as the graphics are pretty appalling. However they do convey what is going on per fectly clearly, and I consider the layout and quality of the puzzles paramount in judging an adventure game. factors that Parrot Island scores well in.

You must escape from some distant Caribbean island, getting involved in a variety of scrapes and

adventures on the way.
As far as I played this
title, I found the workings relatively sane,
something which many
GRAC and DOOPSI titles
fall down on. Only one

puzzle was solved by the old tactic – do everything to everything: I finally figured out that the torso of an old pirate is best put in the sea. About the level of strained logic you can expect from

a professional title.

Thope Frank Otto works with a graphic artist on fits next title. He acknowledges the weakness of Parrot Island in this area, and this something that needs to be addressed if he wants to get his games up to professional standards At just under 91 including PPI for a

is something that needs to be addressed if he wants to get his games up to professional standards. At just under £9 including P8P for a 2 disk adventure, it's a bit steep. When Frank finds a UK distributor the price will hopefully drop a little, and if you've done the tour of the big releases, then this is a good adventure came thirst quenche. *******



Slipstream

Game demo

- Available from: PD Power, 15 Lovetot Avenue, Aston, Sheffield, S26 2BQ
- Tel: 01374 150972.
- Price: 50p per disk & 75p P&P.

Wipeout 2097 on the Playstation is possibly the best racing game ever. To make a clone for the Amiga seems foolhardy—given that the original is heavily dependent on fast moving texture maps, the hardest thing for the Amiga to do. Which is exactly why an Amiga programmer was bound to

give it a go sooner or later.

In this demo you to like the word bike down a texture mapped track and a tunnel. There are three versions, 1x1, 1x2 and 1x3 pixel modes, allow different speeds to be traded off for quality. In 1x1 mode it looks damn good, but is just too slow. In 2x2 the graphics aren't so hot but you get a reasonable sense of speed on a fast 1030.

Coder Niki Hermings and artist Richard Whittish have put together an impressive little routine, although there is no game and there probation, extra the properties of the properties of the push of the properties of the push of codes on the -but an example of the push of codes on the Arrigs. With the arrival of Devere Crops Arrigs games like this will be possible, but not on ourter dysterns. It remains to be seen what all those dedicated Arrigs accolors with their highly outof processing account behind them. *** **





nusician, ies ionable ng a

ndre e, but I his articular act of here k * *

charactest and r when r) and with g chara is som where,

is some where, abians appear or a car

DUtilities

Andrew Korn trawls his way through PD, and catches a top educational program, an excellent database and a shedful of tools.



Direct-a-disk Telephone directory

■ Available from: PD Power, 15 Lovetot Avenue, Aston, Sheffield, S26 2BQ

■ Tel: 01374 150972

■ Price: 50p per disk & 75p P&P.

A telephone directory on a single floppy disk? They said it couldn't be done, and here's the disk that proves them right. There are a lot of people who really use their Amigas; they want their computers to work for them as a specific their computers to work for them as a specific people who will wright the offurers to do this if necessary. This is the source of most PD/shareware, and is why it is always of such variable quality.

Directa-disk aims to be an all in one telephone number database. You can't find every number in the country listed here, but it has is a dialling code facility and a programmable database. The whole lot is presented in a custom front end in a traditionally tacky AMOS style including such questionable wonders as red text on even.

The international section includes phone numbers for airports which haven't been updated at least since the 1 was added after the initial 50 of UK phone numbers, and possibly since spitfless were flying from them. The local dialing codes section could have been useful, but the first one I fried out was wrong, and you cart eat a search and you get? Ze mittel from the Ambridge of the country of

Beat master by Ian Baxter



N Jine 8 :

Beatmaster Metronome

■ Available from: PD Power, 15 Lovetot Avenue Aston Sheffield, S26 2BQ

■ Tel: 01374 150972

■ Price: 50p per disk & 75p P&P.

A metronome simulator sounds like a bizarre idea, but author, guitarist lan Baxter, likes to play with a metronome for timing (easier to find than a drummer, twice the IQ and drinks less). He found metronomes' clicking noise annoying. So, leaping salmon-like to his Amiga, he created this odd package as the solution.

ne d'eated this dod package às the solution. Rather than just playing citcle, it plays a small selection of drum loops. Tempo, volume and fade-ins can al be configured for the individual user. There is not a whole for this individual user. There is not a whole for this individual user. There is not a whole for this individual to the configuration of the configuration of the charge destroic keyboard, so this is really only for the kind of guitarist who wouldn't be seen dead playing an instrument you can't eas lify strap around your neck and ponce around on stage with ...***

Titanic 2

■ Available from: PD Power, 15 Lovetot Avenue, Aston, Sheffield, S26 2BQ

■ Tel: 01374 150972

■ Price: £1 for 2 disks & 75p P&P.

With commercial Arriga educations freelesses being as rare as a classroom with sufficient test-books, it is a real pleasure to see a PD test that is a solid pole professional as this. This that is a solid pole professional as this. This and covers the subject matter with an exhauster details by clicking no range, for instance, you can access the complete carge manifests, and by clicking no reposite vous manifests, and by clicking no reposite vous or manifests, and by clicking no reposite vous or financies, and the complete carge in the history of many of the major players in the history of many of the major players in the history on each of them; you are presented with text describing, them and the role in they played in

If I am giving the impression that this is brilliant school room tool, then all well and



as this does. This guide is an absolutely excellent presentation of an interesting and controversial part of recent history and one I recommend highly to anyone with an interest in the subject.



F-base

Database

Available from: PD Power, 15 Lovetot Avenue, Aston, Sheffield, S26 2BQ

■ Tel: 01374 150972

■ Price: 50p per disk 8 75p P6P.

Is there really enough room out there for yet.



er is the ability to tag a record with picture and sound files. If you want a simple database the combination of solid presentation and OS friendliness makes this a very good choice. ****

Nitefall compilation 3 CD-ROM wannabe

Available from: Online PD, 1 The Cloisters, Halsall Lane, Liverpool L37 3PX

■ Tel: 01704 834335

■ Price: 75p plus 75p P6P

There isn't much space on a floppy disk, a



mere 880k. Hardly enough room for serious here. A CD-ROM has enough space on it for 700 or so floppies on it, so you can expect hits and pieces on it, sure, but not

a floppy disk. Wait a minute, what am I saying? I remember the day when I first got my hands on a floppy drive. You could store a whole 170K on one of those disks, enough for dozens of pieces of software. We could get by on a single floppy disk for years, we could. I used to be oop

The point being of course that not everything takes up 100s of K and if you are careful you can put together a disk that is full of bits and

Many people may argue that while a CU cover CD might have a 7Mb demo of the latest Doom clone, this one has a tiny game that can fit in the boot block of a disk, but the point still holds. From humorous texts to Workbench backs, there is plenty in here that will ultimately keep you amused. Granted, there's not much of any lasting use, but exploring it is certainly plenty of fun. ***

My World Paint Paint package

■ Available from: PD Power, 15 Lovetot

■ Price: 50p per disk 8 75p P8P.

While most PD paint packages seem to be

rival to DPaint and Ppaint. blank screen with a toolbar on it. Apart from

the fact that the toolbar is horizontal rather than vertical, it will be familiar to anyone who has used an Amiga paint package before. As with most PD/shareware paint packages, the airbrush is worse than useless, the spray

bounded by a very obvious square, but other than that everything actually seems to work quite well. The





zoom function is a little weird, as it doesn't zoom the brush at all, and allows the artist to draw at screen resolution over the pixel size when the zoom is removed seems to work reasonably well.

What is wrong with this package is that despite the author's claim that this fulfils the need for a cheap Amiga paint package, the £6 registration fee puts it at about the price mistake, this program is a long way from matching Dogint 4. ***

AMICDES V2.38 CD-ROM Filesystem

■ Available from: Online PD, 1 The Cloisters Halsall Lane, Formby,

■ Tel: 01704 834335

■ Price: 75p plus 75p P&P.

Llike AMICDES. It works. Unlike certain other CD file systems which don't - like the the Commodore CD file system. AMICDFS actually works which means that it doesn't fall over parts of the CD standard, such as Rockridge or Epic Encyclopaedia '97, it is because the CD file system you use is incomplete, and AMICDFS could be just the trick for you. With this system, Amiga or PC ISO9660 discs will read properly, as indeed will Macintosh HFS, even in dual format.

AMICDES's drawback is that it must be lems - remember to edit the CD0

file to suit your set-up - Squirrel users should usually change the "unit number" field to 3, for instance, and the "device" field isn't Although a program such as SCSIsniffer can be used to locate this users of an old system can always check on their old mountlist. Regardless of this minor gripe. AMIDCES V2.38 remains a fine product. ****

Deep Parele Francis Cabrel Entre Bris Clair et Now The Rest Was Los Seealest Bits II No need to argue

WITH EXTENDED 100 DAYS WARRANTY

Attention Dealers Ring/Fax Now for best trade prices and terms

on Renairs, Spares, Floopy Drives, Hard Drives, CD Rom Drives and Memory Upgrades.

a better than FAST TURNAROUND

£10.00 EXTRA CHARGE FOR WHILE-U-WAIT SERVICE TITICE MATC → PICK UP & DELIVERY CHARGES£7-05 EACH WAY

■ A1500/A9000/A4000 COLICIATION

£28.95 A500/A500+/A600/A1200

A500, A500+ & A600

A1200

£19-95 UNBEATABLE PRICES Please call for latest best price 8МЬ

APOLLO ACCELERATORS

1230/50£149.95 1240/25£199-95 1240/40.....£259.95

SCSI CD-ROMS Ouad Speed SCSI + Squirrel . £149.00

IDE CD-ROMS

LOLA GENLOCKS

BART APPROVED + NCOMM SOFTWARE + CABLES

33.6k£79.00

All hard drives are preformatted, partitioned with Work Bench loaded and include cable & software

SOME 665.00 810MB 649 00 1.4 919 960MB 686.00 490MB£120.00 2.1 gig 2.5" IDE Cable & Software (If bought separately)£149.00 4.2 gig

A500 With PSU + Mouse + Mat A500+ With PSU + Mouse + Mat£89.95 A600 With PSU + Mouse + Mat£99.95

A1200 Without HD..... A1200 With 80MB. A1200 With 170MB... A1200 With 420MB. 6419.95 A1200 With 540MB. £429.95 A2000 (Available) ... A4000 (Available)

Please call for other capacities E-IN Your lower capacity

All chips are available ex-stock

Hard Drive when you buy any 2.5" or 3.5" IDE Hard Drive from us. We will even transfer your data to your new drive.

A600/A1200 KEYBOARD ASDD/ASDD+ KEYROARD 929.95 SQUIRREL INTERFACE AMIGA MOUSE + MAT A500/A600/A1200/POWER SUPPLY A1500/A2000/A3000/A4000 POWER SUPPLY

ANALOGIC Unit 6, Ashway Centre, Elm Crescent,

Please call for any chip or spare not listed here

ALOGIC Kingston-upon-Thames, Surrey KT2 6HH

over

CD-ROM Scene

Bags of choice here from space, games or cartoons, to the ubiquitous vet traditional gigabyte from the Aminet.



Eric Schwartz Productions Archive

■ Available from: Weird Science Ltd. 1 Rowlandson Close, Leicester, Leicestershire

■ Tel: 0116 2340682

■ Price: £19.95 plus £1 P6P

You've read the interview on page 34? If not, you've probably seen a sample or two of his work before - even if you don't have this month's CD. Eric Schwartz, eh? You just can't get away from him. Eric hit the Amiga scene early in the decade and has been a fixture since with his Warner style cartoons becoming something of a symbol for the Amiga. On this disc you will find nearly the entire repertoire of notable exceptions being his Pogo and Roadrunner anims which are sadly excluded for convright reasons

All of the animations on the disc work in a very satisfactory click to operate sort of way, assuming you have the memory to run them. The still pictures are all here in a variety of formats to please owners of OCS or AGA machines, as well as in 24 bit for those lucky Amigans with true colour displays. All the picture icons are thumbnails of the full image, a nice idea but alas one which rarely works too well. The supplied setup script attempts to





reset the palette and grab the Workbench nens necessary for displaying the icons prop erly. It doesn't seem to work brilliantly and can fall over hadly on a Newlcons system leaving you with a rather garish mess.

Do you want this disc? That's easy. If you like Schwarz's work, then the answer is a simple yes. If you don't like Schwarz vou'd be wasting your money. If you don't know Schwarz's work, then you really do owe it to yourself to check out the samples on our CD and decide if he really is one of the leading lights in Amiga animation. ***



■ Available from: Weird Science Ltd. 1 Rowlandson Close, Leicester, Leicestershire

■ Tel: 0116 2340682 ■ Price: £14.95 plus £1 P8P

It is getting increasingly difficult to review these things without getting a bit repetitive. As usual, for your paltry investment you get a gigabyte of archives from the latest and greatest code to have been uploaded onto the Aminet. The traditional back cover breakdo shows that this disc has a real



emphasis on fun with 104Mb in the games directory 136 in the demos directory 225 in the mods directory and 224 in the graphics directory. As a bonus the compilers have included. This game came fourth in our recent '50 Best Amiga Games Ever' feature, and is easily worth the price of the disc on it's own if you are in to racing games.

Serious users should not feel left out either. as although this isn't a particularly rich utilities discs a screenstar award - this one is earned for the entertainment value. ****

Views of the **Solar System**

■ Available from: National Science Teachers Association 1840 Wilson Boulevard

■ Tel: (+1) 703 243 7100

Price: US \$21.95 plus PAP \$6 for US

First a warning. This is not an Amiga CD-ROM. information database in HTMI (web page) format and complies to ISO9660 standards, there is no problem running it on a CD-ROM equipped Amiga, just so long as you have a web browser and a reasonably up to date file

The disc comes with Adobe acrobat and Internet Explorer, so you can use it on a PC, a Mac or a ShapeShifter based Amiga, or you can use it with your own Amiga browser. I used throwse with AVId selected as an exter-

whole thing worked very nicely indeed the American National Science Teachers resource, although it would be equally at from an index page (you will have to point your browser at this, as with all similar things it is called index.html). From here you can nav-

Assassins 3

- Maritable from: Weird Science Ltd 1
- Tel: 0116 2340682.
- Price: £19.95 plus £1 P6P

surprises there from a disc of this type - as

The compilers have included a front end to select forget that you are using a computer and not a games console

All of the games are divided into categories to give you some idea of what you are letting the game of your choice and are presented with a screen which tells you the hardware trying games and being dumped back to it when you got bored and guit them, but in reality far course. Go back to the Workbench and you will find further wonders.

demo. There is also a drawer of commercial demos including Worms, AB3D, Capital Punishment Valhalla 3 and more. And of course, what disc could be complete without a huge

This disc represents a huge resource for all gamers. Buy it, it's excellent. ****

igate your way around the masses of information grouped by subject.

There are pages covering all the planetary bodies as well as most of the major phenomena of the solar system from the Kuiper belt to the solar wind. There is a section covering the alleged "face on Mars" which could be an easy way in for students who don't immediately see the attraction of this kind of study. Each subject has a

comprehensive text, written in a scientific but very accessible manner - no problem for

anyone from secondary school up. Diagrams are plentiful and useful to show just how elliptic comets actually are. Also, each major body has a comprehensive table of facts and figures

mass to orbital eccentricity Perhaps the richest resource on the disc is the mass of images. It is impressive that they cover not only the obvious, attention grabbing

Pioneer photos of swirling Jovian cloudscapes but also the vaque black and white blobs, which represent the most distant objects in our solar system. Along with the still images are a good selection of animations in AVI format, so if you want to really get an understanding of what Saturn's rings are all about, you can watch them rotating. One note

of caution here as some of these AVI files are HUGE, so don't expect to view them all unless you have lots of memory.

pages is unfortunately a little bland. I would have liked to see a background colour selected at the very least. While the kind of flashy presentation and neat animGIF trickery that makes so many web sites special would not be wholly

appropriate for what is meant as an educational product. I feel that it could have been better. With no current UK distribution, the NSTA will ship to overseas customers for a \$16 shipping charge. Including this charge the disc will cost a UK purchaser around £25 at today's prices, hardly expensive for such a comprehensive reference work, ****







Art Gallery

You can send your artwork to us at Art Gallery, CU Amiga, 37-39 Mill Harbour, Isle of Dogs, London E14 9TZ.



Colin has adopted a very traditional approach to this image. Originally sketched in outline, the colour was filled in and details worked onto the image. One advantage of computer art is how easy changing colours is.

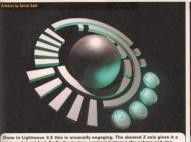


The X-files may have made this thing popular but the imagery is much older – for grey aliens read demons.

Check out the 18th century painter Henri Fuselli....



This image highlights the difficulty of integrating hand drawn and fractal images. Using anti aliasing or a low level of noise filtering on the hand drawn elements helps.



Done in Lightwave 3.5 this is unusually engaging. The skewed Z axis gives it a very sculptural feel. Sadly the texture contrast between the sphere and ring causes the sphere to be so well lit while the ring becomes a bit washed out.



I've seen this on Aminet - it's great. Image composited with photogenics and touched up with brilliance.



UFOs were rendered using Imagine, and modified with DPaintIV and Photogenics. This stands out from similar images due to the excellent use of a limited palette and the strong composition. The angles of the UFOs follows a rule of composition applied with followers of European romantic art and reminds me of the works of John Martin and Caspar David Friedrich.

low level

and

GASTEINER

0181 345 6000

Facsimile 0181 345 6868

18-22 Sterling Way, North Circular Road, Edmonton, London N18 2YZ

RAM	CA	DDC	

WE CARRY RAM CARDS FOR ALL AMIGA COMPUTERS AT VERY LOW PRICES

AMIGA A500
1/2MB £15.99
A500+
1MB £19.99
AMIGA A600

1MB £19.99

1MB WITH CLOCK £34.99

AMIGA A1200 RAM CARDS COME
WITH CLOCK & FPU SOCKET

OMB £29.99

1MB £39.99

2MB £49.98

£54.99

€79.99

£209

£259

4MB

8MB

16MB

32MB

BLIZZARD 1230 IV 0MB £149 4MB £169 8MB £189

FPU 33MHz picc £10 50MHz pga £50 crystals £5.00

MEMORY SIMMS

all ram cards & accelerators made for 43000.A1500.A2000 A4000 **30PIN SIMMS** 1MB £10 AMP 72PIN SIMMS 29 2MB 4MB £15 8MB 16MB €65 32MB £119

SCANNERS

FLATBED SCANNER
with amiga software
£269.00 BEST BUY

HARD DRIVES

ALL AMIGA COMPUTERS. WE HAVE SCSI OR IDE HARD DRIVE TO FIT AMIGA A500, A600, A1500, A2000, A3000 & A4000 WHATEVER CONTROLLER YOU MAY HAVE? IF IN ANY DOUBT PHONE OUR TECHNICAL PEOPLE

SCSI FASTEST DRIVES

IDE 2.5"
SUPER SMALL HARD DRIVES
170MB 089
340MB 089

EDONED/EADNED

RICOH 2 SPEED

01010

1010

1.30IG £259
2GIG £369
FAX & MODEM
NEW 33.6 WITH CABLES FOR ALL

£199

CD ROM & WRITERS

CD ROW & WHITERS
CD ROM
E var except
4 SPEED £100.00 £117.50
25PEED £79.00 £02.82
S SPEED £200.00 £235.00
CD WRITERS
PINNACLE £569.00 £45.06
ERICOH 2 SPEED £339.00 £386.57

\$629.00 \$699.00

PRINTERS EPSON 200

 EPSON 200
 £119

 EPSON 500
 £249

 EPSON PRO
 £379

 HP640
 £249

 HP870
 £379

 _MONITORS

MICROVITEC 14' (NEW) 6250 MICROVITEC 15" MICROVITEC 17 CARD SHOP SOILED PHILIPS 8833 £119 SAMSUNG 15" SAMSLING 21" (NEW) £1059 SONY 15° SONY 17 €586.32 GASTEINER 15 £258.50 GASTEINER 17 6419

BITS & BOBS

SyQuest ezflyer 230MB

ZIP. JAZZ & SYQUEST CARTS

FLIVERY CHARGES

SMALL CONGLIMABLES AND SOFTWARE TERIS UNDER THE VALUE OF SOF PLASEAR OLD 20 PARDTHER THE MESCEPT LASERS, NEXT DAY COURSE SERVICE TO PER DOL. OPERHORE AND MELANDS, PLASE CALL FOR A GUIDTATION, IN ADDITION ME YOF THE THE SERVICE OF THE CALL FOR A GUIDTATION, IN ADDITION ME YOF THE THE SERVICE OF THE PLUE STOP PER DOL. MONINO, NEXT DAY NORMAL PART PLUE STOP PER DOL. EACE PRICES ARE SUBJECT TO CHARGE VINDOUT PRINCES ARE SUBJECT TO CHARGE SOMOWING CONGINAL TRANSPORTED TO PRINCES ARE SUBJECT TO CHARGE SOMOWING SOMOWING STOP THE SERVICE AND TH



Workshop will improve your Amiga knowledge by; showing you how, giving away the trade secrets and talking in depth about all things Amiga.

76 Imagine 4.0

This month's tutorial gives you all the animation trade secrets and shows you how to render realistic object and camera motion.

80 Masterclass

Every good Amiga owner knows their way around Workbench. Or do they? Learn a few new tricks on page 80.

82 DTP

Last month's cover mount ProPage 4.1 comes under our regular DTP spotlight this month as we show you around this powerful package.

84 Sound Lab

Want to take your Amiga's music to the next step? The right path for you may well be MIDI. Maestro John Kennedy conducts a MIDI tour.

86 Wired World

Continuing our tutorial into making your own HTML websites, this month we look at colours and fonts in our quest for the perfect site.

88 Net God

Someone you know not online yet? The Net God cannot understand

89 Surf of the Month

The good, the bad and the downright peculiar this month as cowboy Garth Sumpter rounds up some renegade sites.

FAQ

It's the summer and music is in the air as we take a look at MIDI and John Kennedy tries to orchestrate your enquires.

96 Q+A

94

Someone once said that there are more questions than answers: but not here. All your questions, answered. No matter what.





95 Don't y A subse

95 Subscriptions

on't you receive anything by snail mail anymore? Do you miss the clatter of the letterbox. subscription to CU Amiga Magazine and a great free offer, could be just what you need.

98 Backchat

We want to hear your opinions on everything Amiga, and your letters and E-mails are t

102 Points of View

The team of writers on CU are chosen for their insight into the world of the Amiga. It's tl work and their life. And do they have informed opinion? You bet they do and it's all here

104 Back Issues

Need a program? Not sure how to do something? Look at CU Amiga Magazine back issue page. The details of previous issues contents including cover disk and CD content are her



Imagine 4.0



Animation trade secrets this month: all you need to know to render realistic object and camera motion with your favourite rendering program. realing animations with Imagine is terrific fur. but it can also be a little daunting to know how to start. This month well learnine, in some detail, how to create an animation of a bouncing ball. This will involve making the ball move in quite a complicated manner, and so it is worth experimenting with this project to see how it an observation of the project to see how it an observation of the project to see how the create you own aimitations that feature

Bouncy bouncy

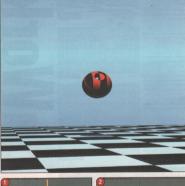
your own objects.

To make the ball move in a realistic way, we are going to forsake the simplest "Tweening" feature (which automatically moves an object between a start and end position) and instead use Imagine's Path Following abilities.

use Imagine 3 year Following abilities.

Paths are created from the Object of the Path of

Make supt the path is selected, and use the Mode Menu to toggle between Group and Mode Menu to toggle between Group and Path editing. When you switch to Path Edit, notice that the Path Menu is now active. Now select both end points of the curve thoid down and the select them both and. The Menu and the select them both and. The work and the select them both and the select an ewy point half very between the two select ed points. This point can then be draged upwards in the Right Mew's to produce a curve. You may need to move the end points to the left and right at faller in case you creat Although a very creaty bell shaped curve.











588

d path

Now

insert

ed

at cre









this isn't the path we want. So select the end points, and rotate them in the X axis. The curve will change shape and you'll be left with this arc. This looks pretty much like the path which a bouncing ball would take. Make sure you save it. See pic 3.

Let's give our ball a slightly more interesting path. Still in the Stage Editor, make sure the path is selected and use "Clone" from the Object Menu. This duplicates the path. Now scale it slightly, and move it to the side so that it matches up. Repeat this process until you have four paths, each slightly smaller than the others laid end-to-end. See pic 4.

Now let's create something to bounce. Nothing too fancy to start with, so Save Changes and hop to the Detail Editor. Create a Sphere object there, name it, and save it. This time, do NOT create a perfect sphere. Instead, use the Add/Primitive Sphere. The reason for this will be apparent soon enough. Return to the Stage Editor and load the Ball object. It doesn't matter where it is positioned at the moment. Save the changes and move to the Action Editor, See pic 5.

The first thing you should do now is to set the number of frames to 100. Next, go through all the path objects and the ball and make their end frame 100 instead of 1. To do this, click on the top, reddish blob (the Actor timelline) and change the values. See pic 6.

Now for the clever part. With the "Delete" button selected (bottom left) click in the Ball object's position timeline to remove it. Now click on 'Add' and click again. You'il be asked to select between following a path or tweening position: select the path. You can now adjust the stop and starf frames, and enter the name of the path. See pio 7.

You should be able to work out what to do next. Add four position timelines, and set each one to follow a different path. So for frames 1

to 25, the ball will follow the first path. Then, from frames 26 to 50 it will follow the second path. Repeat for all four paths. Save changes and return to the stage editor to preview your bouncing animation. See pic 8.

Let's play with the shape of the ball. Go to the chall Editor, and load in the ball. Create a new state called "Normal" and make sure the Shape attribute is selected. Now use Scale, in the Z axis only, to squash the ball slightly. Make another state, called "Squashed", and then re-save the Ball. This is why we couldn't.

use a perfect sphere, as it would not deform.
Back in the Action Editor, delete the Ball's
Actor timeline ation Editor, delete the Ball's
takes a little experimentation, as you will need
to make the ball squash almost immediately
on impact and then return to normal as it rises.
See pip. 0.

With the ball motion perfected, you can add a floor for the ball to bounce on. The easiest







way to do this is to create a rectangular plane and apply a chequered texture in the timehonoured tradition. For best results the floor should be ever so slightly reflective. Yes, this takes ages to render but it makes the ball's motion look much more realistic. If you have a fast machine using shadows will help too, as they also help the brain tell when the ball is about to touch the floor. See pic 10

There is still plenty of fine-tuning to perform. The hall should be spinning slightly as it bounces along, so apply the Rotate20 special effect to it (you'll need to apply a texture or brushmap so you will know if the ball is actually movina). However, the biggest improvement which can be made is to adjust the rate at hall bounces, it travels fastest at the bottom of each curve, and slowest at the top of the curve (at least in the vertical direction). You can adjust this from the Action Editor using the (De) Acceleration settings. See pic 11

Lights, camera, action

ore rendering your animation, you will need to play with the lighting. Ladded a single lightsource quite high in the sky, and also increased the ambient lighting to about 10 units of each colour. Adjusting the backdrop colour will give a pretty graduated effect which is hard to create in any other way. If you have a fast Amiga, adding fog will create a good impression of depth

The last stage in this project is to animate the camera, as keeping it placed in the one best effect. To change the position of the camera we could simply let it tween through two positions: you could make it track alongside the bouncing ball for example.

However let's stick with the path concept. and create a sweeping arc which the camera can follow. This creates a very pleasant effect, as it's often used in the "real world" with real

those situations where you will just simply

cameras. All you need to do is return to the Stage Editor and create another Open Path. This time the two end points will suffice, so move them around and rotate them until you have a nice curve. See pic 12

In the Action Editor, delete the camera's position timeline and add a new one, which follows the new path. You will also have to delete and add a new alignment setting. Here choose to have the camera locked to the ball (and so the ball will remain central in the screen as it moves) or lock the camera to another object - even an invisible axis specially

created for the purpose. Again, this is one of

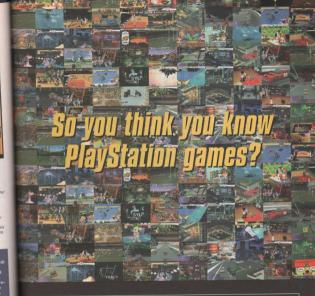
need to experiment in order to achieve the best results. See pic 13. It's a wrap!

And that's all we have time for this month. Our animation demonstrates several important concepts, and you should be able to adapt them to suit you own requirements Remember though that rendering in Trace mode (necessary for shadows) is not always essential - and when you are creating an animation containing a thousand frames or so you want to keep each frame render down to as short a time as possible.

John Kennedy

Animation Effects options at your disposal with regard to the way in which the camera works. Watch a film or television program to pick out the different ways to program and it in one case. the camera might remain steady as as object moves past. In another, the camera might remain in the same place but pan left to right following the chiect Or the camera might keep the object. Or the camera might kee the object in the centre of the scree Or you might see the view from the Derspective of the moving object. the list is endless, but Imagine can perform all those with ease.







For the best view of the PlayStation games' scene, you need...

PlayStation Britain's best-selling Independent DayStation magazine DIUS

Britain's best-selling independent PlayStation magazine

Masterclass

Think that you've got Workbench working as fast as it can? Wrong...

he Aniga Operating System is a floxible and powerful beast, combining the best of both worlds with it's unique Graphical User Interface (Workbench) and Command Line interface (the sheat) in the combined of the Command Line interface (the sheat) in the combined of the co

Selecting icons

Use a few keys to make Workbench just that little bit quicker. This is especially true when dealing with icons. Remember, all files can be made to appear as icons by using "Show.. All files" from the Workbench Windows menu.

General tips

Ding the mouse contrar whilst holding the left mouse button down to draw out a "marquee" highlighting several ions at once.
 Hold down the Shift key when moving ions a Hold down the Shift key when moving ions and the several sever

Multitasking

As you know, the Amiga is a totally multitasking computer and this means it can run many applications at once. The way in which the applications are displayed varies; you can sometimes select the mode yourself. Here follows a simple summary of the options and what they mean.

Private screen

The Amiga opens up a new screen display, and uses this display to run the new application. It's sometimes possible to switch off the original Workbench display, and this can be very useful if memory (tespecially Chip RAM) is at a premium. When the application is closed, it should automatically re-open the

it should automatically re-open the Workbench. The advantage to this method is that the application has total control over the number and definition of the colours used in the screen mode.

Workbench Tricks



Workbench

The application program opens up a new window on the existing Workbench. This can be useful when using a program which interacts with the contents of the Workbench, such as a small disk utility or icon editor. The application doesn't use up memory on a new screen, but has to live with the number of colours which the Workbench is currently displaying.

Public screen

Sometimes an application will open up a public screen, which means that other applications can use it. It's a bit like opening up a second Workbench display. It can be very useful if you intend to use several programs together, and don't want to have to keep flipping from one screen to another.

If you want to know which programs your Amiga is currently running, you only need to open a shell window and enter "Status". This will produce a list of running applications. From the shell it's possible to terminate a program using the command called "Break". Break takes as arguments the program's reference number and also the manner in which you want to try and stop it. This is all to do with whether you want to send the application

Workbench Shortcuts

Here's a short list of real timesavers...

Press Right Amiga and , (full stop) to tidy up icons displayed in the active window. Press Right Amiga and E to open up a special one-line shell for entering commands. Press Right Amiga and K to close the current open window.

Press Right Amiga and N to create a new

empty drawer.

Press Right Amiga and R to rename it, or the active icon.

Press Right Amiga and I to bring up information on the current icon. Cursor Up Move through command line history Cursor Down Move through command line history Control R Repeat command

The following may only work on enhanced Shells

Control I lesert Space
Control L Clear screen
Esc C Clear screen
Tab Intelligently insert filename

a Control C, or a Control D message. There are other possibilities but "Break X all" covers them all: where X is the process number.

Shell skills

Here are some keyboard shortcuts to speed up your typing when at the Shell. I would recommend a freely distributable utility called "KingCon". This enhances the Shell to include a scrolling window, which means you can look back over all that has happened.

The "command line history" is the list of things which you have already typed into the Shell. If you have entered a particularly tricky command, to repeat it you only need to press sursor up and the command will reappear. You can then edit anything which needs changing before pressing return. (Only when you press, seturn will the line be added to the history).

The Shell will try to help you out, For example, if you have already used a "cd" command, then entering "cd" and pressing "Cttl R" will find the last occurrence. Press "Ctrl R" again for the command used before, and so on. If you've wanted to alter the way that text is displayed in the Shell window, read on.

Using special character sequences called "Escape Codes", changes the colour and style of the text. It's very easy to do too.

of the text. It's very easy to do too. For example, open a Shell window and enter the following without pressing enter:

echo (press space) (press ESC key) [1 m (press return key)

You should see something like **figure 1**. Next time anything is displayed, you will notice than your Shell will have started displayed text in bold type. Here's a list of some other Escape codes you can enter to brighten up your Shall

Shell text style control codes
ESC [0m Reset to default text
ESC [1m Use bold text
ESC [2m Use bright text
Use itslic text
Use itslic text

ESC [7m Use inverted text Use inverted text Use inverted text Use invisible text Use Invi

If totally stuck, press ESC C (return), to clear the window and reset the text styles. It's possible to make these text styles hap-

pen automatically every time you open a Shall. The secret is to use the shell-startup script, which lives in the S. directory. This is the script which is executed every time you open a shell. Normally it's used to set the default prompt string or maybe set up a few alias commands, but you can also use it to ensure your text is always tallo or bold or both.

Here you see the version of shell-startup which is on my system. As well as defining the prompt string (go on, experiment with this too!) there is an echo command which switches on the italic text. From this text editor, the escape key shows up with its own special symbol; your text editor may vary.

You can even build the escape sequence into the prompt string instead of having an extra Echo in there.
John Kennedy

Useful tips and tricks

 Make sure your Workbench display isn't running in a Window as this just confuses things. Check that the Reckdon ontion is ticked from the

Workbench menu, and use "Snapshot All" from the Window menu. 2. Install Directory Opus. Nothing makes copying and moving files,

makes copying and moving files, searching for particular names, viewing pictures, previewing text, checking to see how many files you can fit into one floppy, archiving, FTP access and a host of other things, simpler. Get it now.

3. Get a good text editor. Use GoldEd or EdWord or CygnusEd or anything other than the standard Ed to hack your user-startup files.

your user-startup files.
4. Get MagicWB and install it. Or Newlcons. Anything to tidy up your Workbench and make that now very

1990's blue/grey look more interesting. Remember your backdrop setting too: be bold. Be daring. Be in sixteen colours so you don't use up all your chip memory.

5. Get a hard drive. If you haven't got one, then I don't want to know you. You are bringing shame to Amiga owners everywhere.

6. Get a modem. Get on-line. Get on the Internet and make yourself heard. Forget about writing letters to those anti-Amiga losers on teletext. What do they know? They write a fictitious diary about a man with a chin for

heaven's sake. 7. Get a CD-ROM drive. There is so much wondering free (or near as dammit) software out there you are daft not to make the most of it. Ah, the joys of spending a rainy Sunday afternoon exploring an Aminet CD. 8. Learn to program. All the tools you need are out there, either in the PD or on coverdisks. C. Pascal, Assembler, BASIC, Perl, ARexx - there really are dozens to choose from. Don't forget that programming is rewarding and challenging - it could get you a job! 9. Get a life. Don't spend hours arguing with your mates that your un-

expanded A1200 is better than their Pentium 200MMX because it can really multitask. Instead, make the most of the Amiga's strengths: excellent professional quality image software (Imagine, Cinema4D), easy to use video-recorder

friendly graphics and music composition stuff which even a tone deaf E17 fan could use. 10. Finally, don't forget that your Amiga is there for you to enjoy...



pench S/Shell-Startup WI * line 6 col 1

Prompt "AN. %S> "
Alias Clear "Echo *"*E[8;8H*E[J*" "
Alias COpy "Copy CLONE"

Alias XCopy "Copy CLONE " echo "E[3m"

5. Horkbench: > echo Min

curts

up a spe

ne it, or

up infor

rs..

Altering the Shell-startup script to automatically mess up your text is easy!

Desktop Publishing

Following last month's complete ProPage 4.1 cover mount, our regular DTP column now turns its attention to helping you get started with this powerful application.

n this month's DTP workshop I'm going to go through some of the more basic steps on how to do some of the common tasks. Things like creating a page, saving your document, creating text and so on. Do remember that these tutorials form only a few pages of the 200 or so in the full manual.

Document creation The first thing you will need to do is to create

a document.

Step 1: Run ProPage by double clicking on

ProPage's icon on Workbench. The program will open with no page open. The first time you run ProPage, you will be asked to select a screenmode, choose 2 colours when you do.

Step 2: To create your first document, press the right mouse button and choose the menu item, "Page/Create/From Default".

Step 3: This will open a requester labelled "New Page Format". In this requester are a number of adjustable settings.

Step 4: Multiple pages. If you want more

Professional Page 4.1



than one page, then in the "From Page" gadget, enter a number. Then enter the number of the last page in the document you require.

Step 5: Click on the "Automatically Link Columns" button to turn it off (on is black, white is off).

Step 6: To create a page the size you want such as A3, A4 and so on, then simply click the appropriate button.

Step 7: Click on OK to create the page. A "page" will appear on your art board. At the top of the toolbox, is the page number (page

Saving docs Once you have a document in

memory, you will want to save it to disk to make sure you don't lose it. Here is how to do it.

est Fays W.1 STRY SHIP FOR THE . I SHIPLING

Step 8: Choose "Project/Save As" and choose a drawer and a filename for your test file.

Move a box

Everything in Professional Page is based around bounding boxes. Text and graphics all need a bounding box and here is how to create one.

Step 9: Choose the "Box Create" tool from the toolbox by clicking once (left mouse button) on the appropriate icon (top left).

Step 10: To draw a box, press the left mouse to start the box and continue to hold down the left mouse button as you drag out a box. To abort the task at any stage, press Esc.

Step 11: With the box completed, click on the "Null Pointer" in the toolbox to turn off the "Box Create" tool. Click and hold down the left

ate" tool. Click and hold down the let mouse button while the pointer is over the box. The "pointer" will

change to a hand.

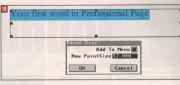
Step 12: With the left mouse button still held down, move the box to another position on the page. To put the box down on the page, let the left mouse button go.

Entering text

Now you have a box and are comfortable with it, lets put some text in it.

Step 13: Click once with the left





will change.

r-BldItalic Cancel Preview

mouse button on the "Text tool" in the toolbox.

Step 14: Click the left mouse button with the

small, you can press Right Amiga-2 to magnify

I-beam over the box you have drawn. Type

some text. Don't worry if it comes out rather

Move the pointer over the page/art board and

keyboard short-cut for the menu item Project/Import/Graphic.

Step 21: Using the file requester, choose the IEEJI RM picture that you want to use. ProPage will import many other formats but for now choose an IFF-ILBM. A busy pointer will appear until the image has been imported and appears on your page.

Step 22: In black and white, a dithered representation will be shown on screen. In colour mode, the picture will contain less dithering

another page, or the page moved, the number Step 25: Place the I-beam in the second box and press CTRL-5. This inserts the current date. This will be updated each time you load

this document That's it for this month. You should now be able to get to work with Professional Page 4.1 without having to guess where and what

everything is If you want the manual and/or a book about the program, or even some extras, call me on 01908 370 230 and we'll do our best to sort vou out.

Using special codes produced by ProPage, you can insert page numbers into a text box anywhere in your document which are automatically updated if the page (or box containing the code) is moved within the document. The current date and the document creation date can also be inserted and reflect the system date of your Amiga. These codes are inserted in text by using the following keystrokes.

Step 23: To begin draw two boxes and choose the "Text Tool". Now place the Iheam/cursor in the first box

Auto numbering

Larry Hickmott

Text formats You will now want to format your text using

it will change to an 'I-beam'.

the page.

your preferred font or typeface, font size, lead-

Step 15: Place the I-beam/cursor in front of the first word. You can very easily do this by by using the keyboard cursor keys.

Step 16: Hold down the left mouse button and drag the I-beam over the text.

Step 17: Choose the menu item Type/Typeface/New, or press Right Amiga-F. A requester will open showing you your available typefaces. Choose the one of your choice and then click OK

Step 18: With the text still selected, change the size of the text using the Point Size requester (press Right Amiga-Full Stop). After typing in the number representing your point size (in this case, the number 12), and then press Return.

Picture importing After text, the second most common task will

be placing your required pictures on your page. This is simple enough, but does require a box as well.

Step 19: Draw a second box and select the 'Null Pointer" when you have finished.

Step 20: Press "Right Amiga-G". This is the



. To



MIDI can take your Amiga's music one step beyond, but just what is MIDI and how can you use it?

hen it was first launched the Amiga's sound generating capabilities were universally acclaimed as totally awesome". Over time. they have been put to excellent use by games. MOD files and even speech synthesisers. However, to use the Amiga to compose music, you shouldn't be afraid to use MIDI to beef up your Amiga's sound canabilities

your Amiga, is to turn to MIDI, the Musical Instrument Digital Interface. It's been around for some time, and is a serial-format standard for connecting together electronic musical instruments and all associated equipment

Software

When first introduced, MIDI was a breakthrough for many musicians because it made it possible to integrate computers and instruments together. Using a program called a sequencer the MIDI events can be arranged on the screen, saved to disk or even gen-

Where to start?



erated mathematically. It's possible to play a tune on a music keyboard and adjust the timing effects and then replay the tune. This is possible because MIDI doesn't send the actual sound, but a digital code which repre-

sents the notes to be played. The Amiga has several very good sequencing programs available. My favourite is MusicX v2. which although intimidating at first, is a very flexible and powerful program. Short sequences can be recorded, edited and then

Right Lacoby AP 44 b b O [-- Paytes | clip | 5 r

▲ Camouflage is a new Amiga MIDI sequencer, and shows a great deal of promise

groups. These groups can themselves be combined with other groups, which makes building up a vocal part, layer by layer very easy Other contenders for top Amiga music and Pines which is allegedly available free on the Compuserve on-line system, (if you can find it)

Recently I discovered Camouflage, a shareware MIDI sequencer which promises to be one of the most powerful ever released for the Amiga with support for multiple MIDI interfaces, General MIDI and audio shown it to be a little unstable,



but work is ongoing and you should make a point of checking it out for yourself. Camouflage is available for downloading from the Aminet archives

Remember also that good and OctaMED can also be used with

MIDI equipment, and this is often the fastest way for Amiga musicians to expand their set-up and start making use of the extra of being limited to four or eight sounds at once, wait until you



It's about having the right connections, like the 3 above

(Yes, they both have the same word "midi" in their names, but this is a quirk of fate so don't confuse these terms as they have nothing to do with each other). Instead, get a good MIDI sound module and a master keyboard, or an all-in-one synth and keyboard. Remember, you can always add more instruments as your budget increases and MIDI will allow you to play many different instruments at once. If you are worried about the future of the Amiga, remember MIDI instruents will work on any platform with a suitable MIDI interface.

MIDI hardware comes in dozens of different varieties. Some of the

most entry-level stuff consists of "Home keyboards" such as the

ubiquitous Yamaha series. These units often include a keyboard

and speakers, and can generate backing rhythms and drum tracks

However, I would have to recommend that you stay clear of

the cheaper versions. Although they have long progressed beyond

hateful Bossanova bleeps and most are MIDI compatible, they will

not offer your the same flexibility as a dedicated MIDI set-up: it's like comparing a midi hi-fi system with a set of hi-fi separates.

A In the world of electronic music, it's not what you know.

MIDI THRU

voices. They have built in drum kits and sound effects, and digital effects such as reverb and echo.

In order to use them on your Amiga, you'll need a MIDI interface to fit to the Amiga's serial port to convert signals to and from the MIDI standard. These cost around £25, such as the ProMIDI Interface from HiSoft (tel: 01525 718181, e-mail: enlac@bisoft co.uk)

The last link in the chain is software, and here there is still a wide selection. If you are a tracker addict, you can keep using OctaMED or SoundStudio, as these speak fluent MIDI. If you prefer a more flexible approach to music composition, hunt down MusicX, Bars and Pipes or the shareware program Camouflage (a demo is available on Aminet).

If you want to be able to play your music on a music keyboard, you can buy several octaves of MIDI generating keys for just over £100. These will offer many advantages over using a computer keyboard, with most of them being velocity sensitive (how hard you hit the keys), and will also allow you to play chords.

connect a MIDI sound module and can play 32, professional quality instruments at once.

Hardware

Practically all electronic music and in fact many instruments are MIDI. Here's a brief list of the types of MIDI hardware which are available. The term 'synthesiser' is so misleading these days, that it's easy to get confused.

u are tired

Synthesiser his is generally taken to mean a system consisting of a keyboard with a built in sound-generator. The keyboard will trigger the sounds, but also transmit MIDI information to control other MIDI equipment. The synthesiser will also have a MIDI input for receiving information from an external source, such as a sequencer program running on a computer. Some systems include their own built-in sequencers and even have disk drives to store sounds and songs. These are referred to as music workstations. Synthesisers have been undergoing a bit of a revolution of late, with a turn away from the pure digital sounds back to a more analogue feel - a control panel consisting of eight

anonymous buttons and a singleline LCD display is out, and large screens with dozens of knobs and sliders are in

Sound Module

A sound modules is a synthesiser without the keyboard. It has MIDI input to receive information (from an audio output. Most modern sound modules are GM compatible, and include drum sounds as well as pianos, strings, bass and so on. Specialist modules are also available: perhaps containing only bass sounds.

Drum Machine These are sound module dedicat-

ed to creating drum sounds.



▲ Sound modules are usually innocuous looking grey haves like this.

Some have built in mini-sequencers. designed to store drum patterns, Drum machines are less popular: most sound modules have excellent drum sounds, and the eminently more flexible sampler is now used to store drum loops and individual hits instead.

Sampler

Using the same principles which allow the Amiga to replay real sounds, a sampler is a unit which replays the sounds of real instruments. However, that is a very broad description and most samplers are instruments in their own right. They can replay 32 or more sounds at once, and include envelope features to shape the sound and apply filters and other special digital effects. Samplers need to store their sounds, and so come with floppy or even hard disk drives. Samplers are used to provide individual instrument sounds, vocals, complete drum loops and even samples of speech or other sound effects. They are incredibly useful and it's possible to create an entire song using only a single sampler as long as you have the right sounds to start with

Finishing Touches As well as the sound generating

equipment, various other items are needed in order to complete a home studio. If you are using several sound sources, you will need to mix the sounds together. This is easily achieved by using - surprise, surprise - a mixer. There is now a range of mixers specifically aimed at home users, which are affordably priced (starting at just over £100) and yet can accept eight or more inputs and mix them down to a stereo output.

A mixer also makes it possible to add extra effects to your sounds by using a digital effects

processor. These are units which once inserted into the audio path will provide you with compression. echo, reverb, delay, flange, phase and other effects - all essential if you need professional results. If you are recording live vocals, a microphone

will connect to the

adjust levels and

mixer and allow you to

A Samplers are most often in rack-mount

form, with built in disk drives. equalisation (the bass, midrange

and treble settings)

Finally, you need some way of recording the results. An ordinary cassette tape is fine if you want to share your work with friends. A DAT machine is better though, and although expensive, means your work can be duplicated without quality loss and used to master CDs or records. With the price of modern CD-R drives ever dropning, it's now even possible to burn your songs directly. If you follow this shopping list,

the chances are that before you know it, you'll have spent over a thousand pounds and have filled your bedroom to bursting point with kit. Just remember that you don't need to buy everything in one go: start with a MIDI instrument and get a feel for the sounds it can make. Other equipment can be improvised or hired as is needed, and of course, no number of flashing red LED's or black rack mount boxes can ever be a substitute for actual talent! John Kennedy

Glossarv MIDI

Musical Instrument Digital Interface. A world wide standard for sending data between instruments and computers.

General MIDI If an instrument is "General

MIDI compatible" then it will meet a minimum specification, have a certain number of instruments assigned to particular voices and so replay any GM tune as it was intended.

MIDI Interface

In order to be connected to a MIDI instrument, the Amiga needs an interface. This consists of a small box which con nects to the Amiga's serial port and features the 5-pin DIN sockets which MIDI uses.

Wired World

Still looking at advanced HTML techniques, this month we concentrate on colouring our tables and fonts to produce a monster site.



e looked at HTML tables in a previous tutorial but a couple of neat, new sépacts adde to Amiga browsers means we can create an attractive looking part of our page without needing extre in-line graphics, thus less bandwidth is required so pages, will load faster and look great even if the browser has impanes turned in the properties of the properties of

We're going to play with a tag called FONT which allows control over the size and colour of fonts inside our HTML document. Even better, we can control those aspects on the same line. A simple example of FONT is to change the colour to prilliant which

Fairly simple, the fiffff are three values of red, green and blue in hexadecimal so this gives us a 24-bit choice of colours. If you're unsure a beint package and check the RGB values from the platte editor and convert them to hexadecimal. Probably the easiest way to convert decimal to hex is to use ARexx. Checkout this example;

rx "say d2x(100)"

Rexmast will need to be running of course but every self-respecting Artigs user should have this running anyway. This will give you the hexadecimal conversion of 100 (64). Do this three times for R, G and B values, stick all of the digits together and you will have the exact colour from your paint package. Don't forget the leading hash symbol.

Strictly speaking

For strictly accurate YTMLs at a good date to terminate FORT. Not a bad idea more the colour change will only remain effective insideth and FORT. See good and -FORT's exterminate. The next useful attribute for FORT is SEZ. so specified relatively from the standard forth size (around a 12 point forth. We can go -FORT SEZE--22 which is around an 8 point forth rommains an exterminate of the standard forth size and the second second second second second second properties of the second second properties of the second second properties of the second properties of properties of the second properties properties



A Here's the aim of our totorial here. Frames put to use with a colourful navigation (nav) but, using BCCOLOR inside tables. Looks great and not a picture in sight.

This text is big and red
FONT>This text is back to normal.

Why not go to town with;

- C
 O
- L
 O
 U
 R

Behold, psychedelic colour and, unlike HTML, we've spelt colour correctly as well. Now it's

time to get funky with tables by using the BGCOLOR attribute inside the table cell definitions <TD>. Same situation,

tions < 102- Same situation; *1D BCCUCNE" #RRGBB" > and we'll miraculously have a background colour in that cell. Super near but it looks best if we don't use the table frame functions so that the text is formatted on the page with strips of floating background colour. Let's make a really simple HTML document to demonstrate:

<HTML>

- <HEAD><TITLE>Table test</TITLE>
 </HEAD>
- <BODY BGCOLOR=#FFFFFF>



basics of a table using BG COLOR and FONT COLOR for headings.

<TABLE WIDTH=100%>

<TR> <TD WIDTH=50% BGCOLOR=#808080> <FORT COLOR=#FFFFF00> Left hand heading</TD> <TD WIDTH=50% BGCOLOR=#808080>

 Right hand heading</TD>

</TR> </TABLE>

</BODY> </HTML>

Here we've set up an HTML document with a background colour pure white as set inside the BODY tag. Our Table is defined and speci defined one table row with the <TR> tag and two table cells on that row with the TD tags. The two table cells are each 50% of the width thanks to the WIDTH statement. Next comes the BGCOLOR setting the background of the cell to a grey. The font is then set to bright yellow and the text comes next.

We finish off by terminating the FONT and TD tags and naturally the table row with </TR> and finally the Table itself. The result of this short example is two headings on the same line, each occupying half of the screen width. They will be attractively rendered as yellow on a grey banner strip. The trick is to have the following rows without any BGCOL text. Insert the following between the </TR> and </TABLE>...

<TR><TD>

that

Type lots of text here for the left column ... </TD> <TD>Type lots of text here for the right column...</TD></TR> The font colour should be back to the origi-

nal before we messed with it. You may need to add for some buggy browsers though HTML specification strictly says we do not. The text will appear as nice columns underneath the headings.

Another neat technique is to use BGCOLOR in table cells after the headline as well. The

idea is normally to use a colour that background which looks impressive for lists or perhaps even a horizontal nay bar Frame coupled with last month's Frame techniques, Let's use this as an example:

Pressed buttons

CU's Web site has a nay frame permanently on the left of the screen. Each button is an in-line graphic. Normally this works really well since the left Frame permanently stays there and only needs to be loaded once. However, even this Frame is reloaded when going to each of the section indexes because we want to substitute a 'pressed' button when we arrive You get the idea from the CU web site. We can make a faster version At the ten we can see the effect of while below the of this with no images at all,

Frames and a simple table with intelligent use of BGCOLOR. Let's make some directories for each of the buttons. Always a good idea to tidy up a web site and since we hope to have indexes inside each section for our monster site, this helps the organisation. We'll need some HTML from last month to define our Frames:

<HTML> <HEAD>

<TITLE>Monster Web site</TITLE> </HEAD> BORDER=0 COLS="115, *">

="0" SCROLLING="auto" SRC= > "nav.html"> <FRAME NAME="main" MARGINWIDTH →</pre> ="10" MARGINHEIGHT="10" ->

SCROLLING="auto" SRC="main.html"> </PRAMESET> <NOFRAMES>

<H3>We're sorry but Monster Site requires a Frames capable browser! </NOFRAMES> </HTML>

This index defines a simple two Frame page. The left hand Frame will be a horizontal 115 pixel wide nav bar while another Frame will fill the remainder of the screen. Note the <NOFRAMES> section which will appear if the site is accessed by a browser with no Frames capability. The nav bar will be loaded from nav.html and the main window from main html

The important part is the nay bar. We need a simple table using BGCOLOR to form the hyperlinks. The code will be a little too large to include here but the gist of it is that we place three HTML files in the root of our web site. The index.html with the Frame definitions

as above, nav.html for the navigation bar and main html for the main Frame. This is repeated inside subdirectories for each of our sections. The major difference is that the nay html changes the background colour for the table cell/link to that area. This way we have a pressed button look...

*TABLE WIDTH="100%">

TRY <TD BGCOLOR="#0000E0"> PONT COLOR="#FFFFFF"> Monsters

//TDN </TR> /TD>

<TD BGCOLOR="#6060E0"> 1st section

</TD> //TD> </TABLE>

Above is an example from the nay bar table with a 'Monsters' heading in dark blue with bold white text followed by a link cell in light blue. We haven't bothered to set the colour since it's a text link and this can only be one colour anyway - as specified by LINK="#RRGGBB" in the BODY tag. Note that each row <TR> only has one cell

<TD> Now inside the 1st/ directory where the link points to the nay har will be altered to

<TD BGCOLOR="#F00000"> 1st section </TD> //79>

Since we are actually at this link, there's not here to illustrate the '... added to the front of the path. '.. I goes UP one directory which is needed now since we are in a sub directory. The big change though is that the cell background colour has gone to bright red and the text has been bolded. It's quite apparent which section we are in now. Matt Bettinson

Pages on disk

The entire directory structure is on the floppy and CD-ROM in the Magazine directory. This illustrates sophisticated use of a simple table to avoid the need for inline graphics at all. One important fact to

remember though is that the nav bar must contain the tag ... < BASE TAR-GET= top> so that the entire Frame structure is reloaded from the top. Try leaving it out to see what happens. This isn't the most efficient use of Frames since the nav bar needs to be reloaded in each section however if this is a larger site, each section will be an index and throughout the nav bar will indicate which section the browser is viewing.

Next month I'll be running an HTML Q&A session, so please E-mail your questions to wiredworld@cuamiga.co.uk or snail mail to Wired World at the usual address.



You all know someone who isn't on the Internet, You probably even know another Amiga user who isn't on. Why aren't they? Email sounds like a reason to write more letters to overseas relatives? Web browsing sound expensive, technical and just a waste of time? Beats me. I don't understand them and probably neither do you. However, now the Amiga is looking like a premier Internet machine, we've clarified the costs in full in this month's feature and provided ridiculously easy to set-up software... There isn't an excuse any more. Not even a hint at one apart from ignorance. That's where you come in. You wont have to do everything for them, just point them at this month's CU Amiga. Enough already, let's ALL get on-line!

This month CU Online goes PNG, HTML news of frame and tables, JAVA and SSL.

CU Online goes PNG Web site will make the move to PNG on the 1st of June. Now that the latest Microsoft Internet Explorer 4.0 beta supports (badly) Amina users can fully exploit faster and more attractive PNG internally but all browsers can use the excellent PNG datatypes available such as the Aminet details on PNG and what it means can be found in the news section of CU's web site at

http://www.cu-amiga.co.uk Miami 2.1 gets SSL

miga web browsers need secure HTML. This is an encrypted method of sending form data and the like for safe transactions over the Net. The classic application is on-line shopping where the browsers credit card details are kept safe from prying eyes by using Secure Socket Layer or SSL Web browser, Holger Kruse has added the facility into his excellent Miami Amiga TCP/IP stack. Once Miami 2.1 with SSL had

been released then Voyager 2.70 followed with the first working



Amina secure HTML browser, A registered Miami 2.1 is needed to access SSI and the system for obtaining the right encryption library from another site is convoluted - thanks the American laws on encryption technology. Existing registered Miami users will also need to upgrade keyfiles to version 2 with the new registration tool. The whole installer and interfound on this months CD. The Miami home page is at http://www.america.com/~k ruse/amiga/Miami.html

New Vapor site and

Voyager-NG Vaporsoft had some problems with their international mirrors but they seem to be resolved, in fact they've introduced a fantastic new-look web site showing off frames and tables to the fullest. The big news though is Voyager-NG 2 90 as yet again the shareware MUI based web browser goes from strength to strength. Now supporting SSL secure HTML (see Miami 2.1 item), table background colours, network status, built-in PNG progressive loader, text clipping from window and many bug fixes. Voyager-NG will be a main contender in next

month's Battle of the Browsers part II as we place it head-to-head with IBrowse and AWeb 3. The unregistered V-NG will run for 30 minutes before quitting with the full version costing £20.00 from http://www.vap-or.com

Haage announce Merapi Java Haage and Partner is responsible for the Storm C++ compiler, the only Amiga development package to compile for PowerPC. Now Haage have announced that they will bring Java to the Amiga. The 'Merapi' Virtual Java Machine (VJM) is set to be released in July/August. The Merapi JVM is being programmed by Jeroen Vermeulen in conjunction with the Haage Storm C team, Merapi will feature a Just In Time (JIT) compiler for extra speed if running big Java applications like Corel Office for Java. Merapi is reported to be interfacable to Web browsers like Voyager-NG to offer Java for web content also Finally Merapi is said to be integrated into the Storm Development System and a port PowerPC operating systems is under way. Haage and Partner's web site is at

http://www.haagepartner.co

m/ja_e.htm



Surf of the Month

Non-Amiga specific novelty sites and a new online Amiga speciality site, rise to the top of a glassy sided tube as we surf freestyle this month...

or anyone who thought that Germany had the drop on all things Amiga, Safe Harbor is a US site that covers the Amiga, Macintosh and PC, providing an online ordering service and more importantly perhaps. Amiga specific sites where you can order the latest products and downloads. Its speciality is Amiga desktop video which it has been passionate about since 1987. But they don't just stick to video. Safe Harbor's site covers so much stuff that there's even a search engine that will look for a particular product. The site has got tons of products all simply laid out and is pretty nippy



Those sites in full

http://www.sharbor.com http://www.theomion.com Kurt Cobain's Manie Talking S.Rall

http://www.mvorld.com/cobain/askcobain.html How do they do that with HTML? http://www.nashville.net/-carl/htmlguide/

http://www.nationalgeographic.com Kalloons Strike Site



age

g

reb

.co

even has its fans in the PC and Mac infested United States. Slightly wandering off the straight and narrow of Amiga dedicated sites. I thought that this month, it might be interesting to look at several examples of fun, funny or frolicsome sites. The Onion is a US-based satirical magazine, the online version of which has clean and fast

pages that are updated weekly to include the world's top news stories. The site is HTML based, with no Java-based pages, so everyone can access it easily. The site contains four electronic issues of the weekly newstand magazine and stories grouped by subject. It's certainly bitingly funny, it's definitely a moment, access is free! If up to

the minute political satire is your bag, this is well worth a look. Still in the states, there are never too few

> the quality of people's lunacy is complemented by the sheer simplicity of their own sites. Kurt Cobain's Magic Talking 8-Ball has the late 'n great Kurt Cobain will answer your questions from beyond the grave through his favourite pool ball. All you will need to do is to ask the ques tions... You'll also need a .WAV so that you can hear the mae-

stro's vocal answers... If you need to know something about the world, its forests, rivers. animals, cultures and so on, then you really must visit the National Geographical



Society's web site. It really is a very good example of excellent site design and contains video and sound bites on many subjects. It's main feature is its massive database which holds a wealth of information just waiting to

For anyone who would like an address to give them some on line help with HTML, then Just How Do They Do That With HTML, is not a bad place to start. It might even prove ideal for any of you that are currently following our HTML tutorial in Wired World (pages 80-81). Here you can find a little instant help with all your HTML questions. It's online help database is by no means extensive, but it does provide an excellent starting point for all would-be Web page designers. There's even a chat area on the site, although it appeared to be deserted when I visited.

Lastly, if you're into interactive sports trivia then the Kelloggs-Strike site is one of the best I've ever seen. Answer the questions

to get posession of the ball and eventually score goals. You can even play in a league against other players. Really worth a look! **Garth Sumpter**





ONLINE PD

75P







150 x 10 DISK PACKS - £2.90 10 FREE DISKS veucher with 3 disk catalog (free with any order, or send 3 x 1st class stamps)

> CD AND/OR BACK UP YOUR HARD DRIVE.

ONLY £19.99

Dept CU7 (F), c/o 5 Manor Rd, I Rotherham S60 5HF

ALL PD 85n

B ONCHAN DRIVE, BACUE

LANCS OL13 9PX Tel: (01706) 875839, 24h

ALSO AVAILABLE: A500 A1200 CD-ROM CD32







CLASSIC AMIGA

RD Software

Phone for a

FREE catalogue disk

0161 723 1638

SHOP OPEN

12-9pm DAILY

HILL DAMAS OF CO DOMS & CD37's ARD DRIVES / MEMORY EXPANS CD ROM DRIVES

GAMES NOW IN STOCK 11. DEANSGATE

Manchester

SiliconVillage

DYNAMODE MODEMS BART - CF - V FVRATHING PC and Amiga Software 33.6Kbs £95.00 Inc Vat *28.8Kbs £80.00 Inc Vat* P&P £3.50

> Silicon Village 10 Old Orchard.







We stock only the best Amiga PD so why look at the other ad's? From only 50p per disk and with one years guarantee on the disk!!! For your 11111 cat disk with a life game write to...

265 BROADWAY, DUNSCROFT, DONCASTER, DN7 4HS

NO MERCY SOFTWARE

'We are still here
our want the best catalogue with 14,000+ titles listed

01845 501326 or 526412

ALL DISKS JUST 55p EACH

No Mercy Software, 3 Hillside, Dept CU, GT Thirkleby, Thirsk, North Yorks, Y07 2AX, 01845 501326/526412

Issue 3 Available NOW! the domain The ONLY Dedicated Amiga PD & Shareware Magazine

ne today. It seems some of you people have massed out on the first level today to the It's been accepted very well you know. Here's what some readers have said about it: "Many thanks for a great first issue of the domain" Mr E.E. Dixon. Gwynedd. or a great first issue of the domain. Mr F.H. D "...I enjoyed it?" Mr. C. Spicer, Warwickshire.

"...Great..." Mr. P. Burgon. Surrey.

"...fine, superb mag..." Mr S. Wood. Links PD, Lines.

e

NG ire /at

/at*

12 IUD

36

"...nee, superts mag..." Mr. N. Wood. Links IV., Linch.
"...nee, superts mag..." Mr. N. Wood. Links IV., Linch.
"...nee, suppose grow, fichii Bloomhe after accidentally spilling his pap over it. Andover
So why mass out? As a special deal as those of you who may have missed out on the first couple of
issues, why not take an/awangs of the following offer? For a bounder of the two first issues, plass the new

sues, why not take advantage of the following offer? For a bundle of the two first issues, plus the new Issue 3, send a cheque or postal order made payable to the domain for the sum of FIVE POUNDS: If you want to purchase the new Issue 3, send a cheque or postal order again made payable to

ant to perchase the new issue A, send a cheque of postal over again muse p "the domain" for the sum of £2.35 to the following address: "the domain", 41 Wellstone Garth, Swinnow, Leeds, West Yorks, LS13 4EJ.

STAY in Amiga Heaven!

SELE	CT S	OFTW	
A FREE C	WFTS:-	PHONE FOR FA	EE CATDISK
☼ 3 FREE disks per £18 ☆ ☼ FREE apare labels ☆ B ☼ FREE 1st class P&P nex	randed Disks	Amended to work easily Only best titles & lates Goaranteed - No quibb	versions .
Aith Countypes Aith Strip Magin STE on Phappy 3 D. Fernand C. Acid. Strip D. Seriman C. Acid. Strip Seriman C	Frameworkship to Geoletic Syst. Library St. Open and Only St. Library St. Open and Only St. Library St. Open and Only St. Open and Open and Only St. Open and Open and Open and Open and Only St. Open and Open an	CHARLES AND TABLE TO A STATE OF THE STATE OF	Sharid Common Missengi Sharin Sharid

See and the second seco								
CAT DISK	61		FREEST	VIE PD			(PRICES	
OR FREE W		198	TEL: 0192				HO S1 EACH	
EVERY OR	DER	TWO		EVERY 10 ORDER	ED		21+ 75p EACH P&P 50p PER ORDER	
1200 ONLY G	AMES	1200 0		1200 ONLY GA		1200 ONLY GAMES		
Motorota Invade Giger Tetris	MAR (S)		Deede axa N Punt	Step 5 Deluxe Perman	AGA	Apple Jack Meaduriton (2)		
Megabal 3 Kiss The Can			inquerade (2)	Breakin Bricks Kellogs Lan	HC)	Excell Card Games 3 Powerpids		
Cytiertech Cor Mad Fighte			Rocketz Setris Ovel	Fears Bratevant		8	lub Kombat Tetrys 96	
To The Disa	h		Jima (2) person V2 (2)	Sadmarks 2 Ca Clarem	n Ø		Blitris sters of Terror	
AGA GLAMOUT		MES	TUCHABRE	RPG.STRATEGY	949	exess	GRAPHIC UTSLE	
PLANE STATE CHIEF IN	Q Space b	SSICS Nation 7	U Mephati U Mephati V2	Grater Star Was	G Arriga II G Home A G Start Pla		Comertors Fack Grophics Grinder J. All: Multi-Vision	
of Edita Chrosia	G Gall G Defende		Giberahes Silenal Proposit	Coupod of Lithian	O North Pla O North Pla O North P		GEX Conv VT 2 Viewtex VE CF	
- Die MoPhirham (1)	G Janon G Sustey G Sentey	Seq.	U Pover Bulls U Pover Bulls	CARD GAMES	O Pay Adv	ta Analyzar	O JANGAGA VI.O	
2 Paymater (5) Distant (5-(5)	O Original	lotes I 6	G Utto Ball G Latterpo V1.3	C Bridge C Bellete Samuler	G Address	FIRST.	2 Superview VV.42 2 Superview VV.42	
Status Mesque (3) Side Mesque (3)	G Salety V	No.	3 Met Erseuill	Castro Blottpeli in Lo Card Game	2 Lattle Of	ines Letes	LOTTERS	
- Madorna Sox (3) Unique fides, (5)	O Colore		() Patients	of Cardy	G Table 6		Gop The Lot Pro Gustary Waster G Bill Super Latery	
2 Chief Applepate (3)	G lette P		Othella O Serious Backgemmon	DEAT DE UPD		Water 3 V1.3	2 Latery Winner V2 2 Best Lettery Program	
Distant Puesta (2)	Magazin Foxer 1	etro	Gry Chem	O Righting Workers O Mortes Sport	G Suling G Sut-Eng G Substan		Syndicate Fre Pro Lotters 96 102	
Distra Sections	U Parker		U Pro Bago	O Suprama Highter	00	CHES	C Lattery System 12	
- Statitual Moreon - Whitercase Gab (NO)	O fera		O Cuelo O Draughts	PLATFORMERS	O BO UT O D Copy O Lock Pa	11	S Latery Predictor S National Letters VO.4	
Times May KLONDING AGA	U Doess		ADVENTURE	G Wallys Cardle Creams G Wally world (C)		UTILE	PRINTER UTLE O Printe Orien	
Sinde 3	Chests Medica		G Starbess 13 (2) G Stack Steven G Origins Cave	Jer Ser Way Jer Ser Way 1 Personal	CI Doc File	Poncor	C Label Base C Poor Sook	
(Data Games Orbine (2)	G Dodge	14	O Knightweeth D Sand of Corbonia		G Mere L G Fact into		U Post Studio	
- Pleasure 1 (18-1)	G files G feego		Payte Wini	of Trap Sm	G Mera k	n 1/2	G Main Port A	
- Life 2		MAN	2 Wards Donars 2 The Surrenoises	TLES	G Appigno	Meroper	G Dea State	
	G 30-Pag		J Deat of Night (8) J Met House (2) J Lettel Formus	G Shangtor SS G Steadyet	Ca Sool 65	napr (2)	SUSSMALS	
- Big Bays (18-) Categor Car - Era Recippos	9 Speri	nomin 10	U toer Denote (4) U Lapors of Devo	G Imperial G Oles Tiles G Piles G Tiles	G Prest to G Out Mi G Stoops	nager VK	G Aniques Totald G Imagine Buttly System	
State State	G Puona G Pacnar		# Block Down 5-(5)	G hate Pro	G Cha W	Don't Vist	G MRS Satorial G Arese Sterm Red Guide	
- Set Highther - Jerother Sentrale - Stone Plank (1044)	G Cent In	DIS .	2 Janua Bonesapper 2 Jan Obsession	Ca 100 Hole Golf Ca len Golf	Q Altito	AVE Promiters	G trugine figs - Troto G Assembly Lang Tutor G Beginners Golde to WEE	
Sides Gaive (18-)	G Loeb A	Muney	O Made to Name	Ann Games Cell	G Seeg 1		D.Paint Buotry System	
- Binne Gre (15+)	G Fruit Wi	rik teris	G Strocks Pap Onit	9 B Garner	9 Pogla	Laster	G Octamed Pro Tutor G Basic Electronics	
State Man	G Superit	lega Frofts Coult Mech	G Cut-Distings	Super Lige Memory of Scotton Cited Mings to CV The Labour	C total D		Occurran G Morse Code Tator V1.2	
Cara Con (184)	O BEAR	NIPO	U Cologo O Red Deart Strip 2	Súnt Helphoù	G Enteck	15.4 senso 92.1 193.7%	HORRES Q Was ferry	
Stationary		Outlenge 311	PLEZLE O fast	Contract To	O TSB III		G Word Power	
200	G Autono		G Jose (I)	Oynande Blenov. 2 Stecker Bleder	9.0	ESHOW	Stander Advotogy distribute History 10,21	

FOR A RAPID RETURN PLEASE MAKE CHEQUES POSTAL ORDERS PAYABLE TO: FREESTYLE PO,
DEPT CU. 100 WOODSIDE WAY, SHORTH HEATH, WILLENHALL, WEST MIDLANDS WY12 SHH

FREE FREE GAMES CHEATS 1.4 ENULATOR ---



FREE FREE LIBRARY DISK POST & PACK ON ALL ORDERS

TETRIS - COLUMNS

3 294 KLACK TRIS COLMS

3 307 TWIN TRIS TETRIS

3 200 DR. MANDO COLMS

3 1602 SUPER FOLL EGG

3 1607 PLL: MANA

3 1966 NALLS TORES

3 1910 NANLLA TETRIS

3 1914 A1220 PLUEZ

ACCIONAL GLAMES PLATFORM GAMES

JOST MAD COW NOT 13

JISSO CAPTAN BOWAS

JISSO LAYER AND COW CAPTAN BOWAS

JISSO LAYER AND COW CARRES

JISSO LAYER AND COW CAPTAN BOWAS

JISSO LAYER AND COW CAPTAN BOWAS

JISSO LAYER AND COW CAPTAN BOWAS

JISSO ATTO MADER DOG

JISSO JAMPANN BELLOE

SPACE MASTERS AMIGA EMOLATION

1420 2 DISK SPECTRUM

1889 PC EM 2 DISK

1327 ACTION REPLAY

1985 DOWN TO ASSS

1313 UP TO ASSS PLUS

1414 UP TO ASSS

D 1954 A 1020 PLURE PACHANIS GAMES IN 1954 AND PACHANIS GAMES IN 1955 AND P DIRECTOPY & CONDICKY
AND CONYEST
21 THE NAM CONSESS
21 THE NAM CONSESS
21 THE NAM CONSESS
21 THE OWNER PROTECLE IN
21 THE OWNER PROTECLE
21 TH ARCADE GAMES DIFF MELLOUS ENFRESS
DIRECTIONS ENFRESS
DIRECTIONS COMMAND
DIRECTION GAMES
DIRECTION GAMES Q 1908 PLY TIGERS Q 1948 ANTS-ANTS-ANTS

O THE POPM PRINTER

O 1686 CAPO AND LABEL

O 1682 PRINTMASTER

AMOLE BUSINESS

O 1682 PARASSES 7 0964

D 1692 ACCOUNT MASTER

O 179 LITTLE OWNER

O 244 SPEEALSHEET

O 1595 UK 5.T.D CODES

O 1686 DARAT 2000

O 1596 RAMBASE VA Q 1702 S.W.O.S MOON Q 1778 PINRALL FANTASY D STS PRINKLE, INNIVES
COMMAT GAMES
D SHI FADIL BLOWS
D 339 MARTINAL SPIRIT
D 329 FACT MARRIEDOS
D 1258 WEAPON MASTERS
D 1428 CHESTPLANES 305K
D 1528 FIGURE A1200
D 1520 A1200 GAMESNA GLASSIC GAMES

GET ASTERODIS
GES MISSEE COMMAND
GTT OVERLANDER
GES SINCE INMADERS
GES GOMES (COME
GES GOMES (COME) DRIVING GLAMS

361 FLAMMING ENGINES

349 THE ROAD TO HELL

31417 MANG FENDERS VI

31409 A72 WINDOX OUT

31409 A72 ARC NG

31709 A72 AER RACERS Q 752 COMMS TUTORIAL Q 413 N. COMMS V3 Q 679 OPTICOMMS V2 STRATEGY GAMES
STRATEGY GAMES
DEPI GLOBAL MINE WAR
DEPI IND ESPICANCE
D1162 AVE MONTMANE
D1170 AVE LORIOS 2 DISK
D1461 LFO UNICOTRED
D1561 SOLO STAR TREX
D1623 FLEET - 2466 AMIGA VIDEO

1329 VIDEO INSCRIPT

1750 VIDEOTINACKEN 5 DISK

148 S-MOOVIE SMULATORS

U 926 HELICOPTER

U 925 SEALANCE SUB

U 925 SEALANCE SUB

U 927 A12 TRAIN DRIVER

O 1929 FLEET - SWED PLOTE OF A SWED AND A DESCRIPTION OF THE PLOTE D 1950 PLOTE PROD D 1950 PLOTE PROD D 1950 EXPERT BALLS D 1950 THE WOODLES D 1950 EXPERT BALLS D 1950 EXPERT BALLS MUSIC MAKERS

1971 SAMPLE MAKER

2 207 FLINK KEYBOARDS

2 431 RAVE KEYBOARDS

2 302 MED V3.2

2 729 DRJM MACHINE DO IT FOURSELF

Q 200 SUDDEPLOW MAKER

Q 800 MAKE A DISK

Q 1154 MEDILETOLIDE A12

Q 1903 MAKE A DISK V2 U 850 TEN PIN BOWLING

U 1117 2 GOS COS ANGLER

U 1577 A12 GON PISHING

U 1577 A12 GON PISHING

U 1657 A12 SON PISHING

U 1650 A12 SON PISHING

U 1650 BITER CRICKET

U 1700 GOLF 9 HOLES

WINTS 6 CHEATE O 759 DRAM MACHINE
D 757 SONIC DISLM KIT
D 758 COTMAED V2
D 358 THE ART OF MED
D 192 THE COMPOSER
D 618 MUSIC DISPARSE
D 961 MUDIC ENDINEER
D 1961 PROTRACKER 3.5
D 1751 COTMILITOR V5 MANAGER GAMES

13 876 SCOTTISH LEAGUE

13 311 APPORT

12 443 SLAM BALL Q 443 SLAM BALL Q 1429 ULTI MANAGER Q 1429 ULTI MANAGER Q 1539 AIR TRAFFIC Q 1771 MICRO MART 3 Q 234 VNALDI 2 DISK Q 342 AMGA-CEUS Q 213 DIGI CONCERT V2 Q 166 SYSTEM TESTER
Q 467 FILE UNDELETT
Q 150 FILE OFFTMSS
Q 266 ENGINEERS RIT
Q 366 FIX DSX
Q 166 HARDWARE MANUAL
Q 1661 HARDWARE MODS
AMOR ESPLATION
Q 766 CEOGRAPHY Q 462 WHEEL OF FORTUNE Q 1587 QUZ 555 O 1759 GUITAR BLUES
O 1759 GUITAR BLUES
O 1759 REAVY METAL SAMPLES - MOOS

SAMPLES - MOOS

SON NORG OTW 8 DISK ☐ 1960 BLOCK BLANKS ☐ 1037 MARBLES GAME ☐ 1035 ATOMIC GAME ☐ 119 DRAGON'S TITLES

1112 DRAGON'S CAN'S 1190 BOOM'N BOOL 11477 BOMB MANNACS 11478 MARRIEL-LOUS 11927 TILE MANNA 11922 LOGICS DISK COST 61 50 FACH, NO MINIMUM ORDER, ALL VIRUS FREE AND USER FRIEND All games are on 1 dex and run on all Amige's unless otherwise stated PICK AN EXTRA DISK FOR FREE WITH EVERY EXHT DISKS YOU PURCHASE UNDERGROUND PD, 54 CAPMANA CLOSE, SHOEBURYNESS, ESSEX SS1 9/2.TEL. 01702 295907 Name:

Address:

.Amiga Model:





Goldenimage (UK) Ltd.
Unit 65, Hallmark Trading Estate, Fourth Way, Wembley, Middx HA9 OLB Sales Hotline No: 0181 900 9291 Fax: 0181 900 9281









Have you ever dreamed of creating your very own Public Domain or Commercial software products without having to program?

Well now it is no longer a dream - it's REALITY!

REALITY-THE ULTIMATE SOFTWARE CONSTRUCTION KIT is

a REVOLUTIONARY new product from B.P.M. the development of this Software! Promotions, a company involved in the AMIGA soft ware market for over five years. This product is a BREAKTHROUGH in software design and allows anyone with an AMIGA computer regardless of their age Commercial software products in virtually no time at all using nothing more than their computer's mousel it is like nothing you've ever seen before on the AMIGA Now for the first time you can access the awesome days by doing nothing more than clicking the buttons on your mouse or moving the mouse cursor around the screen - that's it! It's so easy you will not believe it!

No programming is required whatsoever! Here is a small example of what you can achieve in minutes with Reality by using nothing more that your Amiga's mouse:

- Create HUGE fully detailed scenery back
- of different weapons each with different power
- Define monster attack patterns and choose from the HUGE amount of already made variational Create intelligent enemies that home in on your
- Add text messages to the software with
- Create SUPER intelligent GIANT mid level and
- Produce scenery that your main character reacts to : Ladders, Ropes, Platforms, Traps,
- Define complex puzzles to make your names
- Make other games characters that your main
- Select and define all sorts of weapons, bonuses and objects that your main character can collect Create characters that have to fight each other in a beat 'em' up - STREETFIGHTER II style!
- Produce ALL sorts of demo effects from groovy text scrollers to on screen 3D rotation just like the very best PD demosi
- Create Educational software from a simple slideshow to a full blown disk magazinel
- Add graphics, music and sound effects to your

THE LIST IS ENORMOUS!!!! - Test your software in seconds to see if everything is working the way that YOU want it to! There's no need for any slow compiling or testing like certain other packages!

REALITY can be used to create many types of different software products! It's ideal for TOP notch games! Create HIGH speed shoot 'em' ups, Addictive scrolling platform games, Beat 'em ups, Point and Click Graphic Adventures, HUGE Arcade games, Puzzle games, Racing games, Card games and much much more! Even create your own mind-blowing special effects demos or user friendly Educational software! see just what this system is really capable of!

A STATE OF THE ART SOFTWARE CREATION SYSTEM!

It's versatile - it's easy to use - it's incredibly fast -It's the biggest ever breakthrough in Amiga software creation and has already been multitude of PD software!! If you can use an AMIGA you can use REALITY!

All the hard work has been done for you! With once complicated programming routines reduced to simple mouse actions that anyone can underpletely new way of creating software MORE THAN TEN 90% SCORES HAVE BEEN AWARDED TO REALITY SO FAR FROM MANY

DIFFERENT AREAS OF THE AMIGA COMMUNITY!

What you get! The very latest version of the REALITY software of useful and essential utilities. These include: an Animation and Sound Studio, a Graphics toolkit, a Background creation system. Picture and ntroduction creators, a FULL blown paint package magazine! Two packed disks full of sound effects. music tracks and a MASSIVE amount of graphic These include characters, enemies, weapons

You'll also get FREE membership to the Reality User Club!

This will provide you with a phone helpline, a penpal list allowing you to contact and work with the already -MASSIVE REALITY userbase from around the globel You will also have access to a HUGE range of software that has been created images, sound effects and music tracks which you TY or if you wish you can have other companies publish your work! The REALITY user club can supply you with ALL the graphics, music, sound effects and ideas that you need to create superb software with this system. ALL the hard work has

So what do you have to pay for this totally amazing system?

Only £29,99! This product is worth many times this price and only due to forecasted large sales, low cost advertising and direct sales to the customer are we able to offer it at this unbeatable price! By creating only one piece of software you should get your money back many many times over! How much software do you wish to create? What more can we say other than you would be crazy not to is the perfect tool! Please note that the REALITY package is compatible with ALL AMIGA computers



Screenshots of names created with RFALITY



























International money order to: B.P.M. PROMOTIONS, DEPT CU7, 8 MAGNOLIA PARK, DUNMURRY, BELFAST BT17 ODS

PHONE 01232 626694 - PRICE 929.99 UK postage £2, Overseas please add £3. All payments must be in English Sterling! 24 Hour.

EXTRA SPECIAL OFFER - Order NOW and receive a FREE never been released before guide on 'HOW TO DESIGN A WINNING COMPUTER GAME writter by one of the TOP games designers in the business! Essential reading for any budding games makers!

13.00

15.00



FAQ

Frequently Asked Questions

FAQ makes a few notes of MIDI and music matters this month.

Q. What is MIDI?

A. It's a "Musical Instrument Digital Interface", used to connect together various pieces of electronic music equipment. This makes it possible for a musical keyboard to trigger sounds on a sound module for example. It's also possible to connect computers to a MIDI instrument, to record and play MIDI information.

Q. What is General MIDI then?

■ A. GM, or General MIDI, is a standard which defines which sounds an instrument has available. A piece of music composed on a GM module will play back on any GM module. GM was introduced by Roland. There are also some other enhancements, usually used as well as GM, including GS and XG from Yamaha.

■ Q. What other sort of equipment comes with MIDI interfaces?

■ A. Almost any electronic instrument. This includes key-board synthesisers, sound modules (synthesisers without keyboards), drum machines and external samplers (dedicated sample replay machines). It's also posible to get MIDI versions of guitars, percuession and wind instruments, or to adapt older instruments to understand MIDI.

Q. What does a MIDI connection look like?

■ A. MIDI sockets are 5 pin DIN plugs. If a piece of equipment

sends MIDI information (a keyboard for example) it will have a MIDI OUT socket. If it receives information (such as a drum machine) it will have a MIDI IN socket. If the equipment both sends and receives (such as a synthesiser keyboard) it will have both MIDI IN and MIDI OUT. Some equipment will have MIDI THRU, which echoes information arriving at the MIDI IN port.

Q. Why does MIDI THRU exist?

A. By connecting a lead to the MIDI THRU port, you can chain together several MIDI compatible devices. It's possible to connect the MIDI THRU of a sound module to the MIDI IN of a drum machine, and connect the MIDI THRU of the drum machine to the MIDI IN of a drum machine to the MIDI IN of a drum and connect the MIDI THRU of the drum machine to the MIDI IN of another sound module.

■ Q. How does MIDI work?

III A. MIDI is a serial link, and it doesn't send any sound information. Instead it sends a binary code which controls the connected devices. For example, imagine cade devices, For example, imagine received to a series of the series of the

Q. Won't all the connected devices make the same noise?

■ A. MIDI uses channels to sep-

arate information. Each note or volume message that is transmitted includes a special channel, from 0 to 15. The MIDI devices can be configured to only respond to information sent on the relevant channel: this means up to 16 totally separate sounds can be played simultaneously.

■ Q. What else does MIDI transmit?

A. MIDI can be used to send almost any parameter relevant to a music instrument. This includes the particular voice to play (the patch number), the volume, the note and various other elements such as pitch bending, overall volume and panning data. How much information the instrument receives and transmits varies: older MIDI instruments might not accept volume information or panning. Modern equipment might transmit MIDI information for every setting changed. MIDI can also be used to

wery setting changed.

MIDI can also be used to exchange samples: for example, a dedicated sampler module can send a sample using MIDI to a computer for editing. Sample Dump support like this was only possible on the Amiga with a package called "Clarity".

Q. How does MIDI work on the Amiga?

■ A. The Amiga needs a small box called a MIDI Interface which connects to its serial port before it can be connected to any MIDI equipment. This box contains the MIDI Na plus prequired for at least a MIDI NI and MIDI OUT connection; usually more. Suitable software to the property of the series of the more of the miga includes:

MusicX, Bars and Pipes and good

Q. Why is it such a good thing?

III. A. With the wide variety of MIDI equipment around today, you can create a professional quality home studie all based on using your Amiga as a sequencer. You can play notes on a music keyboard, edit them on screen using the mouse, and then replay them. Ramember, one MIDI sequencer can control up to 16 different voices at once.

Q. What do I do if I want to try MIDI out? A. If you already use a

package such as OctaMED, imagine what you would do if you had another 16 tracks at your disposal; you could include percussion, strings, guitars — in fact, anything you wented. This sound module, for a little over £100, or less if you shop around or look for second hand hargains. You don't need a music keyboard to get started, but if does make entiring notes sampler — and entire to be hard you that a key. To make a note louder that key hard you this akey. To what or you had you the second of the properties of the second the secon

You'll need a MIDI interface for the Amiga, and a way to listen to the output of your new sound module. Piping it through your.hifi or a small mixer, will combine it with the Amiga's output.

As your music set-up grows, you can add more instruments such as drum machines, samplers or keyboards. Next stop? A top ten hit or even a demo tune on the CU Amiga cover CD! (You could even try checking out Sound Lab on page 84 too!)

John Kennedy

WHFN YNII SIIRSCRIRF TN CII A

EPIC Marketing and CU Amiga bring you a tempting selection of CD software to choose from when you subscribe to CU Amiga. Great software and a great magazine. Make sure you don't miss an issue!

exciting products:

Call our subscriptions betting as \$1658 435 350 with your credit card details. queling the source and offer codes that are on the form below. We are spee between 8.30 am- 8.30 pm Manday to Friday, and from 18,00 am - 4,00 am on weekends

If subscribing by mail, simply return the form below with payment to: CII Amina Subscriptions. Lathkill Street. Market Harbermanh. Leicester LEET 4PA. Offer is limited to the first 100 subscribers, and closes on 31 July 1887.



















I wish to subscribe to CU AMIGA and I enclose a cheque / postal order, International money order or by Mastercard / Visa payment and made payable to EMAP Images Ltd for £.

Mastercard / Visa no Expires:



Signature Date: Postcode:

der).

Telephone:

Air Europe + Eire

Rest of world /air

Annual Subscription Rates: Disk version United Kingdom + NI

☐ £54 ☐ £70 ☐ £90

CD version

Source Codes: Offer Codes: Cartoon Clip Art

1996 Encyclopedia

I would like to receive (please tick box) CD edition 0016

01N

DD edition IA20 ☐ A21 A2G

All subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect to receive the first available issue after that.

☐ A2J Sound FX

From time to time EMAP IMAGES may send you information that could be of interest to you. Tick here if you do not wish to receive such information. - Full money back quarantee of unmailed issues if you are not satisfied.

Logos, meanings and mysteries:

CD32 gueries ParNFT and unrique other CD-ROMrelated problems.



Plug-in hardware of any kind: scanners, disk drives etc.



Annuare to queries on articular pieces of software.



Music, sampling, MIDI and anything that makes a loud noise.



tools to keep your Amiga runing smoothly.



Form-feeds page-breaks, preferences and ots, lots more!



Monitors TVs screen-modes and all that stuff.



Pixels, sprites, pictures. In one small ord: graphics



organisers. counts



Not everything fits into a



Whatever the level of your technical problems, put them to our experts and we'll do our best to sort you out. Remember to give us as much info on your systems and problems as possible

Tower troubles

After following your article "Build Your Own Tower". I bought a PC minitower and a Mitsumi FX400G CD ROM, and have the ATAPI plug. 'n play software installed on my

hard drive. The MAP audio CD player works, but I cannot access the data on the CD-ROMs. I phoned the PD house that supplied the program, who said that the drive was not mounted. I edited the startup sequence with "mount cd0:" as they suggested. but on boot up, the computer still

does not recognise this. Mr Steven Pike, Gloucester

Mount cd0: is the wrong command. If you try to mount a device (the colon after the name indicates this) it will look for an entry in your mountlist. CD0 is a mountfile and is seperate from the normal mountlist. To mount it, do not use the colon, If you nut the CD0 file in Devs/dosdrivers, it will be automatically mounted when Workbench starts un.

New hard drive

A few questions: 1. I've purchased a 2.5" hard drive I have to say that it is the best thing

that I have ever bought (apart from the Amiga itself). While I was on the boot options screen I noticed that my hard drive was registered as a SCSI device instead of an IDE, is this alright? 2. I have a 2Mb RAM board from Gasteiner and I was wondering if I could remove the 2Mb SIMM and replace it with a 4Mb SIMM?

3. Can I still get the game 4. I've seen pictures of Elite 2 in mags which are completely different from the screens I get. Have I got a duff copy or something? 5. How much gear do I need to run Sim City 2000?

6. One of my friends has a PC. He

said I could buy a PC CD-ROM drive and connect it to my Amiga using a Squirrel. If so what would I need to run your superb CUCDs?

to help us help you.

J. Seeney, W.Yorkshire

1. Don't worry - there is absolutely nothing wrong. All hard drives are fundamentally the same, apart from the way the hardware interfaces to your computer. IDE hard drives such as the one you use have a different form of interface to SCSI devices. but the language they speak is the same. The SCSLDevice referred to in the boot options screen is software to handles the drives. Whether your hard drive (or indeed your CD-ROM drive) is IDE or SCSI hardware, it is normal for it to use SCSLDevice. 2. Yes, but consider getting more. SIMMs are so cheap these days that the difference in cost between a 4 and an 8 Mh SIMM is minimal. Your memory can cope with up to 8Mb. 3. Tricky, Direct Software might find a copy for you - (tel. 01604 722499).

4. There is an ontion to improve detail in the menus. 5. 4Mb RAM and about 5Mb free hard drive space.

6. If you get a Squirrel you can connect SCSI CD-ROM drives. Without a Sauirrel vou can use IDE drives, a cheaper but more tricky option we have covered thoroughly in the Build Your Own Tower feature. With the Sauirrel, you will have to arrange a power supply for the SCSI CD-ROM. You can huy them in cases with a power supply. This is how most CD-ROM systems advertised in CU work.

Faster clocks?

Although I have finally upgraded my A1200 to an '030/68882 50Mhz spec., I still find screens are very slow (Imagine 5.0 running in 256

colour mode etc.). I realise this is because the custom chips and Chip RAM is still running at the 14Mhz system default I assume this is to not over-

clock the default A1200's 14Mhz '020 processor. Since the A4000 '030 was a 33Mhz model is it safe to assume that the Amiga's custom chip set and RAM could be clocked at 33Mhz?

Is it possible to replace the oscillator on the A1200 mother board with a 33Mhz one to gain a moderate graphics speed increase components/timings?

Paul Davis, Street, Somerset,

Ah if only it were that simple. There isn't that kind of correlation between CPU speeds and the clock speeds of other chips. The chips in the A4000 run identically to those of the 1200. The AGA chinset is just a slow chinset by modern standards. If you want a graphics speed up there's no alternative to a graphics card.

Try playing about with screenmodes, as they can make a noticeable difference to speed. The Multiscan modes look the best, but are also the slowest. It's a good idea to configure your software with a screenmode that matches the usage. Use multiscan modes for programs that don't require quick refreshes, and use PAL (or NTSC) modes for ones which do.

Upgrade time I have enjoyed my

Amiga 500 for years but there is very little going for

reason I have now decided to purchase an Amiga 1200 and would apreciate your answers to the following questions:

1. Can the A500 TV modulator be used with the A1200, or will I need a new one? 2. I came across an advert from a

PD library for "Relokick 1.4" and PC Emulator v2.31. Would you recommend these two utilities? 3. How much RAM would the A1200 require in order to run PC programs at a reasonable speed with the emulator?

Robert Imossi, Gibraltar,

1. The A1200's modulator is built-in.

2. Relokick is a "degrader", a program which removes some of the additional functionality of an A1200 This allows some old software which would otherwise fail on an A1200 to run properly, and if you have a lot of

old software, it's a good idea. PC Emulators will run MS-DOS applications but, as they have to emulate the functions of a PC x86 processor, are very slow, yet are OK for annlications that don't need speed. Given how cheap PD libraries are, buy the software - if you decide they aren't what you wanted then the worst you'll get is a couple of fairly expensive blank disks. 3. You can't speed up your computer hy just throwing more memory at it Adding a Fast RAM expansion will sneed up on A 1200 a hit but to make a PC emulator run any faster than a slow 8086 PC AT, you will need an accelerator card Power computing (tel: 01234 851500) is offering a current bargain accelerator at £100 for a 25Mhz '030 with 4Mb RAM a nippy little device expansion that will serve you well, if not exactly state of the art. How much you need is a matter of personal choice, but when

it comes to emulating CPUs, the

more RAM on-hoard the better

Tower clarifications..?

con

of

10.

no

able

the

that

da

he

ed

t-in.



1 I have been following your excellent "Build Your Own Tower" feature. I've

286 desktop with a powersupply and I am adapting your feature as well as a new tower? 2. In the boxout on page 31 of the April issue you say some older drives and 2.5" drives will not

work with a second device in the chain. Is there any way of telling them apart except for actually 3. Can you name the dealer you mentioned who is selling CD-ROM drives for £18 as you menany so cheap. Some dealers laugh when I mention 2x speed. What is the optimum speed for a CD-4. While I'm asking - when I copy disks to my hard drive, I end up with drawers full of files that are already on my Workbench such as Loadwb, endcli, ppmore etc. Can I safely delete these duplicates?

Dave Hadaway, Co. Antrim

1. A desktop case will do fine, the principles are exactly the same. The reason we talked towers is that the old fashioned desktop designs take up far more space for what they offer you than a tower

2. If you are after a new drive for your tower/desktop case, go for a 3 5" drive every time The only advantage of 2.5" units is that they fit internally 3.5" units are cheaner and better, and all modern 3.5" units will work with a second device. If you are offered a drive and are unsure if it will work, the thing to look for is master/slave settings. If the drive has some way of changing master/slave settings or the label says something like "internally configured as master unit" then it will work Some 2.5" drives and very old 3.5" drives just assume that they are

3. We didn't name a specific stockist as these sorts of bargains change from week to week. The minimum speed of a CD-ROM drive in the PC market is now considered to be 8x, anything slower tends to be sold off cheap. Buy a copy of the magazine Micro Mart and scan through the ads for that week's best buy. As for an antimum sneed as with all things computer related, optimum is the one that's faster than whatever you have 2x will just about do, but we would recommend 4x for comfort and more if you can afford it.

the only device.

4. Normally, yes, but sometimes software assumes a program will be distributed with it for convenience. As a general guide, anything found in sub directories called c, devs, I, libs, fonts or system, can be moved to the main directories of those names in your workbench and then the spares deleted. If you keep track of what you delete from where and only delete duplicates, you can always put them

back if things stop working. X-CAD users



CU Amiga readers Nov'96 cover disk of X-CAD 2000 in exchanging

ideas, offering support and discussing this great program,

please write to: Tony McGartland, 11, Lammy Drive, Omagh. Co. Tyrone.

BT78 5.IR. N. Ireland I know there are many X-CAD users out there who would be interested in setting up a discussion group or support network.

Tony McGartland, Co. Tyrone

Good idea Tony!

Tech Tips

We get more letters asking for help than we can possibly fit in each issue of CII Amina let alone find time to answer. To reduce the bottleneck, we are introducing a regular column where we'll cover more general problems. If you have a tech tip that could save your fellow Amiga users grief, mark it Tech Tips and send it to the usual address or E-mail us at: techtips@cu-amiga.co.uk

This month: VGA monitors.

We've had a snate of requests for help with VGA monitors, and connecting the type that use BNC connectors at the back. BNCs are widely used as a profesional connector because they offer a very good contact. Those two prongs are part responsible for this, being used to lock each of the connectors into place. If your monitor looks like this at the back...

VIDEO IN SYNC IN

then you have a BNC type. VGA BNC adapters can be bought from Maplin (tel: 01702 554000) for just under £20. These will terminate into a 15 way, high density D type connector - the standard for PC monitors. You will need to get an Amiga monitor adapter too - many of our advertisers sell them, try First Computer Centre (tel: 0113 231944) for example

You may have seen a pin diagram of the Amiga's video out and decided that those RGB connections look easy, but the Amiga's RGB output is a little non-standard. The H/V syncs need to be buffered and crossed, the kind of thing which isn't a hard DIY job to do but simply isn't worth it - you won't save yourself any money as the commercial adapters are so cheap

VGA monitors do not handle the 15.6kHz scan rates that the Amiga outputs when it is in a PAL screenmode (15.72 for NTSC). If you plug in a VGA type monitor and you get a black screen, or one with a lot of flicker on it, that is probably what is going on. VGA monitors run at about twice this frequency, try using the DBLPAL and multiscan modes. It may be a good idea to make workbench boot floppies with several different monitors set-up in preferences for easy interchangeability and to avoid your permanent set up booting into a display mode you can't view Remember that any time the Amiga tries to open a 15kHz screen, you'll run into trouble - this means almost no games. Utility software can be set up to use a VGA friendly screenmode first - set screenmode preferences to WORKBENCH CLONE for easy switching of the screens opened by all your software. Games rarely give you the choice, however, and tend to open in PAL modes that a VGA monitor will not display

How to write to Q&A

mail the same address. We can accept letters or text files on floppy disk. We can accept letters or text files on floppy disk. PEASC DO NOT SERIO SARE. We appear that for cannot be series of the magnitise was accepted to the series of the magnitise. We appreciate that some contribution of the series need quick answers, but we simply do not have the time. I amover every query we get SARE go straight in the bin, so less saw your stamp!



Backchat

Make yourself heard: send your views and opinions to Backchat: CU Amiga, 37-39 Millharbour, Isle of Dogs, London E14 9TZ, UK. Or Email to backchat@cu-amiga.co.uk

Shareware alike I felt I just had to write to express

my heartfelt thanks to all those wonderful people who have supplied so much of the software that ther all of them which does seem Luse so regularly.

No not the commercial programs but the shareware that has filled the gap in these dark and

upgrade. I counted how much of the software I use is shareware and I was amazed that it was well over 80%. I have decided to regisonly fair, so once again a very big

thank you. Before I sign off, I must compliment you on your CD. It is by far desperate times waiting for an OS the best of all the mags (no need

to mention any names)!!

Raymond McCarthy (Team Amiga), Surrey

What's going What the hell has hannened to the Amiga? Do software developers think someone with an Amiga is

mentally deficient and will buy any old crap they put on the shelves? I've had an Amiga since the A500 first came out and I can't rememher a time when the Amiga scene was this bad.

I recently bought an A1200 for was nothing wrong with it. Everything was there, even £100 of games like Frontier and Monkey Island I and II. Has everyone gone insane? Everyone thinks the Amina is dead so they are trying to get rid of their Amiga accessories for any offer. I've been taking advantage of my friend's stupidity and got an '030 accelera-

What's happening to the Amiga games scene? Developers are running as fast as they can to get away from us loyal users. A mere mention of our beloved machine and they can't stop laughing. It got so bad I left the Amiga scene (please forgive me) day I got a game called Breed 96 hrilliant! Sim City meets Command and Conquer If only there were more games with this quality. If only PD developers came together, forming development teams, the Amiga would once more be a success, instead of letting pirates and crap developers kill the Amiga.

Could everyone with a PC do say "Get a PC. They're faster, blah blab blab " What's the point in spending £1500 on a PC when in a month's time it'll be obsolete and you'll have to spend another £500 to upgrade the pile? You

could just spend £500 on a creamy coloured box of joy with the label Amiga on it and never need to upgrade again.

If anyone wants to help the Amiga games scene by forming a development team send a CV to me and state what you can do (eq design programming language, graphics/animation etc).

Age doesn't matter. So I leave you with two questions: are you going to just stand and watch the PC take a turd on the Amiga? And now you know the problem, just what are WE

"Havok", 40 New Road, Formby, Liverpool L37 7EF

going to do about it?

Are you quite finished, Mr Havok? Someone got out of hed the wrong side this morning obviously. You're right about the Amiga games scene. The big money moved out a long time ago, but don't think it was piracy that caused the shift. There's plenty of niracy on the CD-based consoles now. while developers continue to fall over themselves in order to make

PlayStation games. CU Amiga is published by EMAP Images, the country's leading publisher of console games magazines. and so we were in a good position to see how and why the action switched away from the Amiga. Much of it was to do with the exciting new proeramming opportunities that these 3D consoles offered, but there was also the image aspect.

Let's say two representatives from two different developers were in the building at once, both there to show us their new Amiga game. One asks the other if they are doing anything for the new 32-bit consoles. The other turns a deep shade of red, and concedes that no, they're not actually. Back at base, the blushing software rep decides not to be

embarrassed like that again, and promptly switches all new projects over to the consoles. Not that they would admit it, but it seems it was this attitude that caused many of the big developers to suddenly and com-

Young guns blazing



I have been with the Amiga computer since 1990 with the good old A500, and have seen the computer mature with time. Just like your magazine since 1990 (and I am 14 years old!) so, thanks to you and your wonderful team at CU Amiga I now

consider myself an Amiga Enthusiastic Expert. Since I am only 14 I can't expect you to publish my letter, but everything except the monitor and the printer. My computer is an drive, soon to be CD-ROM, colour printer and a massive 1Gb 2.5

inch hard drive (which I managed to get brand new for only £1501). You may be asking if I am rich but the answer is no. I have simply saved up my birthday money. Easter money and my pocket I also have the full version of Imagine 2.0 and also the full vercover disk ever, Imagine 4.0. With these programs I am producing

This just goes to show that even a 14 year old boy with £5 a week pocket money can build his Amiga into a computer that can't the thousands of Amiga owners do it? Thanks for you time and effort that goes into every CU Amiga magazine you produce

Scott MacDonald, Carlisle.

That's the spirit! It's good to know the time and effort we spend on the mag is appreciated, and don't be shy about sending us your artwork or any other Amiga creations you might have.

pletely turn their back on the Amiga (as opposed to simply expanding into console develonment).

Even so, let's not fool ourselves into thinking that a current Amiga can compete on an even footing with a PlayStation when it comes to games, at least not if you are planning to spend £500 on the Amiga and never upgrade it, as you suggest.

It's good to see you're willing to do something about it though. All the best with your development team venture, and do let us know how you get on.

Command & Conquer?

I am an Italian Amiga user and I read every month the superb CU Amiga, I have just purchased the April issue and I was reading it when I came across the CD-ROM Scene section of your beautiful mag. I was reading the Aminet Collection 4 review when I noticed

This game is Command 8 Conquer!" I immediately thought (I know this game very well because I played it a lot). Now, what I ask is: what is the name of this game? What is the Aminet CD in which I can find it, or, better still, what's

the Aminet path of this game? Please, tell me what this game have that game! I hope you will answer me. Oh ves, and hello to everybody at CU Amiga and con-

dpozzi@ing.unico.it

time

that

now.

over

EMAP

ines,

of it

w pro-

these

e was

res from

in the

to show

ne asks

red, and

t actual-

g soft-

, and

rojects

at they

it was

any of the

and com-

The

tion to

That one picture has made an amazing impact on our readers. It's from a game called Forgotten Forever by Hungarian developers Charm Design. We covered it in our previews roundup in the June issue (page 39). There wasn't actually a demo of it on the Aminet Set CDs we reviewed, instead just a few screenshots. There is no demo at the time of writing, but we are in contact with Charm Design, so we'll keep you informed. You can find

out more from

http://dragon.klte.hu/~zavacki Alternatively, you might be interested to hear that clickBOOM is said to be in negotiations with the creators of Command and Conquer to convert the sequel, Red Alert to the Amiga, Likewise, we'll keep you up to date with developments on that

score too. **Outdated E-mail**

I find it rather sad that there are companies who advertise a web presence and an E-mail address who do not seem to update their web sites, but even worse do not respond to E-mail. One would think that given the climate the Amiga has had to endure, that respond to E-mails, especially where one is indicating a readiness to make a purchase. Do they they not want to stay in business? It sure puzzles me.

Advertisers, please keep your web sites up-to-date and respond to E-mails. We do not want to visit your web site in April 1997 to find "specials" with 1996 expiry dates still being promoted. It would be better not to have a web presence

Ken Harvey, Australia,

It seems many companies are jumping in feet first with a web site, without realising the amount of work required to keep such a thing up to date. When we launched our site, we soon found we didn't have enough man hours to keen it up and produce the magazine as well. We've since had a total overhaul of the site and a bit of a re-shuffle staff-wise to make it a viable proposition. As you say, it's in their interests to sort it out. Who wants to lose sales?

Moooo!

I was surprised to see that CU Amiga was the only Amiga mag to make a big deal out of the Gateway Amiga buyout, apart

> the press. Even so, your coverage of the deal didn't go into much more depth than you had already done with the Stop Press leaflet (which was excellent by the way and has been photocopied and handed round to many friends and fellow Amiga heads - hope this is OK with you).

After CU's balanced comment and coverage of the rumours leading up to the deal, it was good to be able to read some facts, safe in the knowledge that they were indeed facts. Let's hope that soon we'll have some real good news to celebrate.

Peter Beresford, Woking

Amiga bites

I've just seen CU Amiga 'Computers Don't Bite' a typically lame "Buy a PC" type programme, but you lot

were on it (in paper form). Strangely, when Carol Vorderman was informing peonle of what to get when buying a (hhnnnggg!) PeeCee, she seemed to be telling them to effectively buy an Amiga, telling them to only buy what they would need, not being fooled into buying an overpriced computer when they only needed a cheaper one, tsk, tsk BBC And next week, they're off to

PC World... somewhat contradictory, don't you think? James Caygill, Northampton.

Wow! Amiga in 'positive publicity' shocker in mass media! You don't get

No rumours or conjecture from CII Just the plain old facts

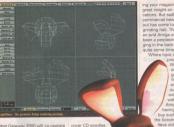
many of those to the pound.

Big up A\Box

Re: Your response to the Letter of the Month from the March 1997 CU Amiga issue. I would like to show my sup-

port for your viewpoint [that we should embrace the A\Box despite its lack of official Amiga branding) and express the hope





that Gateway 2000 will co-operate with phase 5 to make the A\Rox the next official Amiga. I have not heard of any alternatives that have sounded worth investing in to replace my current equipment and I would hate to see the Amiga user base fractured. The next Amiga deserves all the support it can get to succeed. With phase Gateway 2000's very good customer support (well it's certainly good in Australia based on my two would seem to complement one another nicely.

On to another topic. I've been buying Amiga computer maga zines for a few years now and I've obtained a lot of software from the cover disks. Quite a few of these cover mounted versions have persuaded me to go on and buy full or updated releases. Now that cover CDs seem to be here to stay, I was wondering if it were possible to look at using them to done in the past, ie. not another wordprocessor, paint, 3D or music program but something fresh.

would like to see, including the following (though it may take some negotiation to get them): 1. A full release of the Internet Movie Database. I know this is on Aminet but it is just too big to much trouble for casual use and too expensive for extended appeal to a broad base of readers. 2. A full release of UNIX for Amiga should be plenty of users out there now with the necessary hardware. Future articles and

could include software to run under UNIX including X Windows, Many users could be interested in this OS as it is available on a number of platforms and extensive knowledge of it would be a good career move. There may also be uses for it with students. Also, if phase 5 succeed with the A\Box, a good knowledge of UNIX may fit in well with their intended OS. 3. An older version of LightWave 3D. Yes. I know it's a 3D program but it hasn't been done before (as far as I know). I'm tired of hearing how good LightWave is and the latest release is too expensive for non-professional use. Just to try it out for a while though would be a

superb opportunity. Lastly. I like the look of your revamped web pages... they look quite professional. It's a shame that some of the pages are blank with just a March 1997 title up the top. Will they ever be finished/updated regularly?

Ken Richards kenrich1@ozemail.com.au

Great minds think alike, and other clichés... We're working along very similar lines at the moment as far as cover disks go. Take another look at our web pages (www.cu-amiga.co.uk) and you'll see they've had a complete overhaul. In fact, it's looking like the most popular Amiga site of the moment, judging by the amount of hits we're getting.

Games gone Since late 1990 I have been reading your magazine and getting great insight on games and applications. But sadly, the amount of commercial new games coming out has come to a steady and grinding halt. This saddens me as an avid Amiga user and so has been a perplexing problem nagging in the back of my mind for

> Where have all the games in production gone? Why not get all the once great Amiga game producers to finish old projects and get them onto our shelves. It would be more than welcome in the Amiga community having the chance to buy such games as Simon the Sorcerer II or maybe Have old games like Stunt Car Bacer, SWIV and FlashBack re-vamped to

AGA with eight channel sound. It's better than not getting any games at all. Now I have a few questions. A friend told me there was a third game in the Stardust series. Is this true? Also where is Frontier: First Encounters? And who would you suggest I order games from, as I am in Tasmania, Australia and cannot buy games in the shops

anymore? Thank You for being N Milnes, Tasmania, Australia

with us still.

It might seem like it's all doom and gloom on the games front, but the key to its survival will be the enthusiasm of the many independent Amiga coders around the elobe, and there's no shortage of those. There's the people who made their own Quake conversion (unfortunately withheld from legal distribution by ID Software), the forthcoming conversion of Myst and all sorts of unofficial clones and ports of other big name games appearing around the Internet. The missing link at the moment is someone willing to publish these gems, although the likes of Epic (with their Islana label) and Vulcan are doing a good job in getting them a proper release

We've not heard anything about a Stardust III and Frontier: First Encounters was shelved due to technical difficulties (they wanted it to run on a 1Mb A500 - doh!), and you should definitely check out our 50 Best Amiga Games Ever feature from the April issue, which contains plenty of contacts for (UK based) mail order Amiga games suppliers.

To the Point...

Which Doom clone? the overall best in terms of

Mathew Collins, Leicester

The team's combined opinion, rolled into one, is that for graphics, AB3DII is best if you have a fast Amiga, due to its snazzy lighting effects and aliens, but it does jerk. Gloom Deluxe scores best on gameplay if you want a fast shoot 'em up without too much thinking involved. Personally, we were left somewhat un-gobsmacked by Breathless, which seems to have neither the pace of Gloom Deluxe nor the atmosphere of AB3DII. However, Breathless is still a pretty decent Doom game all the same, so don't count it out.

Fruity features

I'd just like to say that I've been ale issue (well, only one or two), and even though the Amiga is arquably in its worst state ever, recent run of features, cover pleasantly surprised me on a regular monthly basis. So one question: why has it taken so long?

Colin Edwards, Kidderminster

You're making us blush now! Why has it taken so long? Who knows, maybe we just weren't trying before.

More DIY

I poured over the third and final Tower series. Not because I can't myself (I'm saving up), but excellent feature. So just what do you intend to do next? How making your own portable Amiga? Now there's a challenge!

Adrian Miles, Northampton

Never let it be said that we don't like a challenge here at CU Amiga. Thanks for your support - and as for a new project as a series feature, well watch this space...

TEL: 01268 FAX: 01268 Premier Mail Order Visa Mastercard (Switch + Issue No) & Expiry Date to:
Dept: CU06 14 ORMEL COURT, HURRICANE WAY, WICKFORD, ESSEX, SS11 8YJ
Mon-Fri 9.30am-6pm Sat 10am-4pm. Please note: Some titles may not be released at the time of going to press 16.99 14.99 9.99 7 50 7.90 7.90 X0 7.90 7.90 7.90 X0 7.90 — 7.90 X0 7.90 — 14.90 X 4.99 7.99 7.99 7.99 14.99 Committee Service Committee Committe OVERGINI POKER orderdog ord Class Rugby (OEM) ORLD GIOLF 5.99 ---D-Locks postects your disks & file Utragaint & Surf park & 50 program can be programming simpliage purkastar No 2 (not 2-5) loads of util Dals Mag Creatorreade a disk magacin Morth C Complex programming programming reme Placing reme Racing Date Dea GRAND PREX CERCUITS I STRIKE EAGLE 2 Fantasy Manager 95/96. PIELDS OF GLORY. POPERULA ONE GRAND PRIX LOCAL DELUTE
LOCAL DELUTE
GOOD WC Test Match
GOOD W Test Match
GOOD W Test Match
Coop Battle for Ashes G Cooch - Battle Guardian Qun Fury Gunship 2000 -Haimdall Heimrall 2 Heimr Skeiter 14.99 — 4 Player Joyatick Adapter 7.99 9.99 (Mith PC1208 Ram Board (Zero Memory) SELE MESSION 2025 ... Agnia brilliant huil reaching in the property of the property Blorid
national Arcade Action
national 1 Day Cricket OEM
national Sports Challenge
5 -AMOS
Silaus Dresitest 18 Holes
cidaus Designer Olio Art Mouse 500 dp 2 Button Mouse 400 dp 2 Button Mouse 400 dp 2 Button Mouse 400 dp 5 Button Logic 3 Sigma Ray - Austrie Private Subject Ltd.

GISCKLOF PEDALS 8V129

Discended 3 Speakers 58203

Ecraerbeat 4 Speakers 58204

Ecraerbeat 5 Speakers 58204

Ecraerbeat 5 Speakers 58204

Ecraerbeat Speakers 58205

Ecraerbeat Pry 65 Speakers 58205

Ecraerbeat Pry 65 Speakers 58205

Ecraerbeat Pro 65 Speakers 58205

TRACKEALL

Zaptick Supper Pro Autofire Joystick

Zaptick Supper Pro Autofire Joystick Loope Maruk Mayhem Compliation MUCTI MEDIA EXPERIENCE ... Neughty Ones. Cone Day Cricket
On The Ball League Edition
Operation Combits 2
Flegasus
FCIA. 12.99 Prost Busins
Prost Maria
Prost Maria
PRELUDE PLAYER MAN 2 EXTRA periffere v3.5 (Ostabase) santa collect present games 1.25 tory V2.2 1000 drink/cocktail 1.25 GAMES Sensitie World of Soccer 96/97 Sensitie World of Soccer 96/97

ch

er

by ore.

t like

Points of view

Nostalgia ain't what it used to be.



It's showtime! Well, by the time you

read this, the World of Amiga Show

will have come and gone, but publishing schedules are such that I'm writing this before the event. Still, it all should have gone ahead as planned, Tony Horgan with thousands of happy punters hav-CU Amiga Magazine's Mitter ing made the return journey, tired but

66 The thrill of a man dressed in a pink catsuit with a big nose tossing out free 'Pi Man' games... 99

satisfied, with a carrier bag or two full of bargain widgets for company.

This year's show is very welcome, after the troubles the Amiga has had to ride out over the past twelve months. After the demise of Escom, many wrote off another World of Amiga show, but it's back, and looks to be even better than before.

Typically, the WOA show is not like other computer shows. At your reqular PC show you'll be bombarded with glossy publicity packs, video walls with American accented voice-overs, men in suits, information technology seminars, more suits... Your regular Amiga show however is a whole different ball game. You're likely to see more Star Trek T-shirts than suits, and anyone droning on about information technology will be swiftly drowned out by the nearest PD/CD-ROM supplier blasting out the soundtrack of the latest hot demo. In fact, it's easy to trace the show's roots to the ZX Microfairs held in the early 80s.

As a school kid, I remember get ting strangely excited at the thought of travelling up to Muswell Hill in North London, pocket money clenched firmly in hand, to check out all the latest developments on the ZX81 and Spectrum scenes, as I'm sure many of you reading this must have done too. But who could blame us? I mean the thrill of a man dressed

in a pink catsuit with a big nose tossing out free 'Pi Man' games to the crowd, the swap-frenzy down the back of the hall, in which you could switch your copy of Mr Wimpy for

some sucker's Ant Attack, or maybe even get technical and buy a Currah speech synthesiser. And for landmark technical achievements, the legendary miracle of the Space Invaders clone that featured high resolution graphics - on a ZX81 was awesome!

Then comes the long trip home probably the only time in your entire life that you'll read an instruction manual. Not forgetting that jealous sideways glance at the bloke seen leaving with a new computer/monitor/rocket under his arm. And all I got was a roll of fire damaged thermal printer paper

Why all this eye-moistening nostalgia? Well, that's how I hope most of you see recent Amiga shows. Over 10 years. I've attended Commodore and Amiga shows as a magazine exhibitor. with Commodore Computing International, Amiga User and more recently CU Amiga, which puts a dif-

ferent, but still enjoyable slant on it from my personal perspective. I hope anyone who managed to get there had a good day out. Who knows, if things improve, we might even get back to the situation where we have an Amiga show 'up North'. Stranger things have happened.

A letter from America...

by Jason Compton I'm the owner of a computer which is not the most popular platform in the

world. It's not even number 2. And you know what? I couldn't be happier. Just as it's important to have different points of view, I firmly believe that it's important to have different ways of doing things, even if everybody has the same goals. Hence, it's just as important that we have Final Writer as as important that we have ImageFX as it is that we have ArtEffect. It's just as Jason Compton is it is that we have Lightwave and

Imagine - and on the same token, it's

Editor Ja Chief for Amina Report Online Magazine

66...the Amiga market is laden with 'local boy makes good' stories and real people who you can reach out to 99

just as important that the world has the Amiga as it is that it has PCs and Macs. They can have things their way, we'll have it our way.

There's a certain short-sightedness at play in the computer world. Much of it comes from the US: American minds who seem hard-wired into the idea of dichotomy - a choice between only two options. It's no wonder that the American computing press can't cope with the idea of platforms other than the PC and Mac when of 435 officials in the lower parliamentary house, exactly ONE is officially "inde pendent." All of the other 434 are from one of the two major parties. I take a look at European politics and society and I see a far more complex mix, which I really believe to be one of the reasons the Amiga has enjoyed greater success in Europe than here.

Believing in "safety in numbers", makes "safety" also anonymous. Your average PC user can't make a differfar too diffused and companies are too big for individual efforts to be acknowledged. Luckily, the Amiga market is laden with "local boy makes good* stories and real people who you can reach out to. Look at the people CU interview. Their individual efforts have made lasting impressions

on us and our Amigas

I would like to see the Amiga market grow to new levels, guided by Gateway. But to get there, we need to remember the things that have made the Amiga as lasting as it has been. We all know what is best for us and we've made our computer platform choice accordingly. It's important not to let anybody take that away from us, and equally important not to lose sight of what has made the recent difficult years bearable as we scramble for new answers and new direction.

Infringing on creativity



by Andrew Korn
There is a rather lax attitude toward copyright in the Arniga world. No, this sint yet another distrible about the exils of software piracy, what I am taking about it she ways on amy in the Arniga world use other people's work. If you were to buy yourself a PC CD-ROM of clip art, the artwork would probably be copyright cleared. You don't want to use an image in some important piece of work only to find

ing

ere

en.

e ent difmble

tion.

et

that you are in breech of the copyright. Copyright clearance is something that all too many in the Amiga world seem oblivious to. One of the reasons has to be the influence the Internet has on the Amiga scene. On the Internet, people have a tendency to use resources as they see fit. If a nice GIF turns up on someone's web site, you can be sure that it will be on another dozen within 24 hours. In the relatively small world of the Amiga, the assumption is that this doesn't really hurt anyone. So it doesn't hurt who then? I reckon that if some X-phile put a collection of a thousand pictures of Gillian Anderson on a CD-ROM, you can bet that they haven't paid the photographers for duplication rights. This would most likely amount to somewhere in the region of a 6 figure sum * at least, going on the basis of normal fees. Of course no-one would be able to get a those sorts of fees, the average Amiga CD-ROM doesn't make close to this sort of money. OK, so sometimes these things just happen. but given the highly creative tendencies of the Amiga community, what really puzzles me is how often people

66 Scanning images into a computer does NOT magically make them your copyright 99

don't even acknowledge the work of

One of the worst problem areas is illustration. Scanning images into a computer does NOT magically make them your copyright, and certainly doesn't make them your work. Many real Amiga artists are so concerned with the ubiquity of scanning that they write "not scanned" on their work. A recent series of uploads to the Aminet consisted of a collection of works accompanied with a small textfile and no credits beyond the line "picture by Jake". I'm not certain if this person is really trying to claim authorship, but I know at least some of the images aren't his, and a text file saving something along the lines of "this picture is like 30s or 40s pulp SF covers" is not the same as saying "Picture by Frank Kelly Freas, 1958." We all expect cred it for our own work, let's see some effort put into crediting others.

Andrew Kern is CU Amiga Magazine's

Great tools don't make great mechanics



by Mat Bettinson

by Met Bettinson it may be to it must be time for again user alguing all the time. People amounted by the world the Method to great, which is great, Mull is well. Directory Opus 5 is a step backwards Opus 5 is the greatest thing since Opus 6 is only 10 is only 10

about it isn't going to change their mind. It's just going to lead to stress and a complete lack of any productive effect at all. Their opinion may be completely unjustified, based on rumour, hearsay and ignorance but it makes no difference! They are happy little secole in their own part of Amiga.

land so why not leave them be? Oh I don't expect for a moment suddenly everyone is going to stop debating on Amiga software and products. How would any of us know there's a better way to do something unless we hear of it from someone else? It's the same old arguments that bother me; MUI vs Gadtools vs Classact, Opus 4 vs 5, Web browsers, Newicons vs MWB, AFS vs FFS and so on. It's already been done. You might think someone else is crazy but their needs are probably different, as their Amiga specification is almost certain to be. Above all else, their personal preference may well be different and that's not a crime, it's the basis for modern society. It's got to the stage where I can hardly stand to read Usenet, join an IRC channel or read my E-mail. Wherever I go the same old arguments are raging. People try to convince me that the tools I use, or prefer, aren't as good as the ones they use.

Where ever I go the same old arguments are raging. People try to convince me that the tools I use aren't as good as the ones they use.

Surely there's more constructive things to talk about? How's some of these for starters; What are we going to do about porting to PowerPC? What does Gateway 2000 really mean for us? Have you seen the latest software on Aminet? Isn't it just great that the Amiga's software is getting so good these days? Has anyone found a way of doing X? What would you like to see in a new Amiga? Productive useful conversation with other people enlightened enough to use the Amiga platform, if not your specific choice of software. It's easy to revel in our computing bliss but there's no reason to impose it on others, lord knows we despise this enough on other platforms. It's about as welcome as Mormons calling during your best mate's stag night. I think we're all incredibly lucky that we have a wide and excellent choice of high quality software to use at all. Enough said, enjoy the magazine.



Back Issues

Desperate to see what you've missed? Then, relief comes in the form of CU back issues...



November 1996

August 1996



September 1996

October 1996 AMIGA

1996



Priority Order Form

Issue date & type (CD or disk)	Quantity	Price	
		277	
	STREET, SOUTH STREET,	CONTRACT.	
	DE TENER OF BUILDING	NO PERSON	
	ST SE SOUND OF	T (serve	
	Total price		

January 1997 February 1997



Method of payment

☐ Visa ☐ Amex ☐ Access ☐ Diners Club card ☐ Cheque (€ Sterling)

Complete this form and send it with your payment to: CU Amigs Magazine Back Issues.

*Rates: UK: £5.99 Europe and rest of world: £6.50. Except for CD-ROM editions: UK 16.99 Europe and rest of words: 27.50. All prices include postage and packing.

DistatCDs are included with all orders. CD edition is available for the April 1996 issue, and imonthly starting from the November 1996 issue. March 1997



April 1997



May 1997



June 1997



Get your work published!





Do you have

software, artwork,

utilities, mods, games or any other Amiga creations that you think are worthy of inclusion on a Super CD? If so, get them to us now and give your work a worldwide audience.

The best music module each month even gets recorded onto the CD as an audio track!

How to send your work in All entries, including artwork must come to us on one or more disks. Otherwise they can

be uploaded to our FTP site as detailed here.

Make sure you label your disks clearly with your name and address, the name of

what you are sending in and the category it is being sent into (like the one opposite). Important: we cannot accept autobooting disk-based software for use on the CD. We require files which can be used or run from the CD-ROM. Please include all the relevant details regarding system requirements and any usage instructions within an ASCII text document with your submissions.

Please complete the following form and enclose it with your disks:

System requirements for the enclosed files:

My name: My address and postcode:

My phone number:

I hereby acknowledge that the material enclosed is of my own creation and/or I own the copyright to the material and grant CU Amiga Magazine the rights to publish this material on a forthcoming cover CD-ROM.

Send your

contributions including the form (left) to: CD Contributions, CU Amiga Magazine,

37-39 Milharbour, Isle of Dogs. London. E14 9TZ. If you want to send it to us via our FTP site or Email then this is also welcome. We would suggest that you include all of the information on the postal form left in an accompanying doc to make sure your entry is processed properly.

Our email and FTP addresses are: Internet FTP: Its cu-amina on uk/submissions/ Its unload logis: cucd password: read OR FMail (MIMF only): cd-contrib@cu-amina.co.ak

REASONS TO BE CHEERFUL

In these 'interesting' times for the Amiga computer, HiSoft would like to express its total commitment to the Amiga and its users. And what better way than offering you the best software and hardware products at unbeatable prices!

The Classic Squirrel and the Surf Squirrel have revolutionised the way you use your A1200 and A600 computers, making it possible to add up to 7 SCSI devices such as hard drives, scanners, Zip drives, CD-ROMs etc. With SCSI you get a complete, easy-to-fit and easy-to-use system that is fast, reliable and expandable. And now it's even more affordable than ever!

As the developers of the famous Squirrel SCSI interfaces we have been able to shave margins to the CD-ROM deals. Just look at what you get in each of our Squirrel CD-ROM packs:



- ✓ Choice of internal or external CD-ROM drive.
- ✓ Choice of 2-speed, 4-speed or 12-speed drives.
- ✓ Choice of Classic Squirrel or Surf Squirrel interfaces ✓ Choice of 3 FREE CD titles to get you started.
- ✔ Power lead and cables where appropriate
- ✓ Full manuals on how to set up and use your new equipment. ✓ Extensive after-sales support, direct from HiSoft.
- All you have to do is pick up the phone and call our friendly sales staff, free of charge - we will advise you on the best choice for your system and put together the best Squirrel CD-ROM pack you can buy.

Squirrel CD2X (Classic Squirret, 2-speed Esternal CD-ROM, choice of 3 IREE CD15) al Option dor fitting in tower case or your own case

*Current CD titles include AGA Experience 2, Global Arniga Experience, Grandslam Garner Gold Sweet Touch, Women of the Web & The Kara Collection

2-Speed CD-ROM Classic Squirrel

The world famous Blizzard 1230/IV-50MHz accelerator

board is now available from HiSoft at a new, low price. Trust HiSoft to bring you the best Amiga products at truly affordable prices and with full technical support from Amiga experts

This is the highest performing 68030 expansion you can buy for your A1200 and we can now offer it with a range of options to give you maximum choice - whichever way you go, you can be assured of top quality, fully warranted products with complete after-sales

service from HiSoft.

Blizzard 1230-IV (0Mb. 50MHz 68030 & MMC, 32-bit fair RAM. Blizzard 1230-IV 4Mbiliar, 60th SIMM included, fitted

BLIZZARD GOLD PACK

ng-value printer allows truly stunning photo-realistic quality, with no banding, when used with the Canon Studio software package. This pack includes printer, Amiga printer lead, Canon Studio and

free photo-realistic cartridge offer, £24995

3 CD Titles

Sauirre

£19.95

CTO OF £29.95 rity 16 S COO 05 MIDI Intel £24.95 CEO 05 C10.05 sk MAGIC 2 £20.05 ist 2 datab £69.95 rmite Comms 619.95 mitercp £29.95 trowse 1.11 £29.95 £29.95

Net&Web 1 et&Web 2 £44.95 onal Paint 7.1 CD C24 05 ac 3 Assem €49.95 ed Pa £69.95 Se masie o £40.05 £69.95 £44.95

MD-100 & 4 VideoCDs £169.95

The revolutionary Zip drive from Iomega is one of the major technological developments of the 90s, and it works perfectly on your Amiga with our tailor-made Squirrel Zip kits.

SOUIRREL ZIP100 PACK

The complete Zip100 pack for any SCSI-aware Amiga computer:

✓ Zip Drive including 1 cartridge with PC/Mac Zip Tools, 25-way to 25way SCSI lead, manuals etc.

✔ HiSoft Amiga Zip Tools software with Amiga-specific user manual. Special 25-way to 50-way converter for use with Squirrel SCSI or other

SCSI peripherals.



SOUIRREL ZIP100 GOLD PACK

The Gold Pack contains everything in the

standard pack (see left) plus: 2 extra Zip 100Mb cartridges, a total of 300Mb storage in the pack. ✓ SCSI lead of your choice: 25-way.

to 50-way, 50-way to 50-way etc.

Squirre

Make my own CDs? No. too expensive, Well, not any more with the brand-new SquirrelCDR system. Combining a brilliant, 2-speed write, 6-speed read CDR drive with the excellent commercial version of MakeCD, the SquirrelCDR system is unheatable - just look at what you can do:

- ✓ Backup 650MB of hard disk in under 40 minutes.
- ✓ Write up to 100 sessions per disc.
- ✓ Create your own multimedia discs. Create your own music discs.
- ✓ Back-up CD-ROMs. ✓ Back-up audio discs.
- ✓ Back-up console games.
- ✓ Back-up ANY compact disc! ✓ Create Mac / PC discs on your Amiga.
- ✓ Create mixed audio / data discs.
- ✔ Create bootable CD32 discs-perfect for demos! ✓ Play CD-ROMs at 900kB per second.
- ✓ Play CD32 discs. ✓ Access all sessions of a PhotoCD.
- Play audio discs.

Ideally suited for the Squirrel SCSI interfaces on the A1200, the SquirrelCDR will also work on most SCSI-aware Amigas. SquirrelCDR XL seasonal drive, MakeCD, Surf Squirrel, gold disk: £469.95

SquirrelCDR GT (set dive, MakeCD, gold disk, w/o SCN (face) £399.95 SquirrelCDR I (neemal drive, MakeCD, gold disk, w/o SCS) illace: £349.95 MakeCD (full commercial session, no restrictions) Gold Disk (fully warranted, 650Mb capacity)

We are delighted to announce the immediate availability of the CD Edition of the acclaimed CINEMA 4D raytracing package The CD Edition includes a brand-new version of CINEMA

4D. many more textures, scenes and objects (>200 predefined materials, >400 bitmap textures) and, as a special FRFF honus. CinemaWORLD and

CinemaFONT are included! For those who already know CINEMA 4D, here are some of the new features:

- Direct 68060 support rendering up to 100% faster.
- Brand new Material Manager with material previews
- Materials now support colour, luminance, transparency, reflectivity, environment, fog
- bump mapping, genlocking, highlights and highlight colouring as separate material attributes. Unlimited number of materials on an object.
- ✓ Lighting system supports visible light, lens flares, glows, reflections, soft and hard shadows, conical. parallel, decreasing and fixed intensity light. Camera supports depth of field blurring and lens adjustment to
 - allow fisheve, wide angle or telephoto lenses. ✓ Internal CyberGraphX support.

✓ Palette sharing on 256 colour screens.

CINEMA 4D has a long history on the Amiga, being used all over the world by graphic studios, architects, television companies and enthusiastic amateurs. Now its pedigree has been realised by the Macintosh and PC world who have raved about it (93% - MacFormat). Call us for a special cross-platform price. 95 UPGRADE PRICES

Ver 2 to CD Edition £69 Ver 3 to CD Edition £29

Whippet

The Whippet is a fully buffered, ultra high speed serial port capable of performing up to 400% faster than the A1200's serial port. Data transfers with The Whippet are guaranteed to be much faster, much safer and much more reliable than when using the standard Amiga serial port.

The Whippet really comes into its own when surfing the Internet. High speed drivers allow the use of web browsers, ftp clients, email clients, usenet readers and other Internet tools, all at the same time without any loss of data-and with full multitasking!

- All Amiga networking software.
- · All Amiga Internet software. · All Amiga communications software.
 - High performance serial port, up to
 - 400% faster than the Amiga serial port. The Whippet is fully buffered for safer and reliable data transfer.
 - Up to 230,000 bos data transfer rate

Enterprise Confused by all the hype about the internet? We're not surprised. But here is the no-nonsense.

quickstart pack that contains all you need to connect, to send and receive email, to transfer files, to access those essential newsgroups and to browse the world wide web. The brand-new Enterprise Net&Web pack is a breeze to install and a joy to use - here's what you get:

ENTERPRISE NET&WEB PACK

- ✓ 33.6bps Fax/Voice Modem cream ✓ Modem & telephone leads
- ✓ Easy install program ✓ Free 30-day trial account
- with Demon Internet ✓ Net&Web Software

Usenet newsreade

NET&WEB+ PACK

- Everything in the Enterprise Net&Web Pack (see left) plus
 - ✓ TermiteTCP supports ppp for
 - connection to any service provider. ✓ Amiga Surfin' Book, full of invaluable info on the

TO ORDER 0500 223 660

Call free heithin the LIKI to order any HiSoft product, using

Are you wanting to connect to the Internet?

1. Comprehensive Software

ALL YOU NEED TO CONNECT AND SURF NetConnect provides you will all you need to connect to the Internet full TCP stack, web browser, mail, news, ftp, irc and telnet clients. You don't need anything else, no need to worry about additional software. The CD version even includes pre-configured MIME-types for web

browsing), datatypes, additional online documentation and more! NO SHAREWARE - FULLY LICENSED

NetConnect is a suite if commercially licensed Internet software which means there is no need to register or purchase any of the software contained within the package - no time limitations, no hassle. All the software contained within NetConnect are arguably the best in their class. You can add other commercial Internet software to NetConnect via the

configurable 'ToolsManager' style icon bar. After Sales Support

THE BEST FREE SUPPORT - GUARANTEED We pride ourselves in offering superb after sales support to all our NetConnect/Internet users. We guarantee you will not get better free

- Internet related support from any other rival company. Support via: · Telephone (during normal office hours - other companies charge for this!)
- . E-Mail (you can email us directly with NerConnect or general Internet enquiries) Mailing list (subscribe to our mailing list - a general NetConnect(Internet forum) WWW (the NetConnect web site contains news and upgrades for registered users) Our aim is to help users with their Internet connection after they have purchased NetConnect and we understand that the Internet can be a

daunting experience for the beginner. Quality Branded Mo

We only supply quality branded modems (Dynalink UK Ltd), which may cost slightly more than their unbranded competitors, but they ship with a 5 year warranty, the knowledge that I a UK company offers support/information and you are buying a modern with quality (Rockwell based) components.

When you examine the competition you may notice that we offer NetConnect users substantial savings when they need to connect to an Internet Service Provider (ISP). We currently have two offers: save £20.00 (ext. VAT) from Enterprise PLC or two months free connectiviby with NetCom UK Ltd. These offers add value to NetConnect.

NETCONNECT VI REVIEWS

NetConnect has received rave reviews by Amiga Internet experts from paper and online magazines! Many of these reviewers recognise the ease-of use of the package, the comprehensive collection of software and the backup support we provided via our mailing list, web site and telephone hotline (during office hours).

CLI Amiga (June 97) - 89% Amiga Format (June 97) - 92% Gold Award ". If you're considering getting online, NetConnect Is the perfect choice for the Amiga user."

restudents to the petrol crisical or the person of the Amiga Computing (July 97) - 92% thetair (Issue 3) 5/5 "Lost of its class." (online http://amigaworld.com/thelair) PunAmiga 98% (online http://www.pureamiga.co.uk)

POSTAGE/DELIVERY Active Software, PO Box 151, Darlington, County Durham, DL3 8YT, ENGLAND. ts and a set of frequentely asked g



It's dead easy!

some user details (name, email address) select your modern and you are ready to configurable icon ber to launch and manage other software if desired. All the software within NetConnect is supported with regula upgrades. Amiga Formet concluded (June 97 issue): "Almost the perfect package for the Amiga Internet user", "If you need to get notine, this is the easiest way to do it" and "It's good value for money too - especially the bundle including the 33.6K modern."

AMITCP v4.6 DIALUP mITCP is a new full TCP stack, enhanced and revioused by us and NSDI with full GUI control! VOYAGER-NG v3 MICRODOT-II

A superb and brand new commercial email and news client, said to be the best for the Amiga! The Industry standard FTP client and the number one FTP program on the Amigs.

AMIRC Again, the industry standard Arrigs IRC client said to be better that its PC and Mac rivols! AMTELNET

Netinto is a new program by Oliver Wager to search the net - traceroute, ping, services etc.

AMTERM AmTerm is a comms program - connect to a BBS, send files to your friends Amiga PC/Med X-ARC

Brand new DOpus like archive management to which integrates with the NetConnect package STOP PRESS...STOP PRESS...STOP PRESS.

If you thought NetConnect was good check the specifications for v2 (due out around the middle of June):

· Wizard GUI - makes configuring your ISP a doddle! · Re-written AmiTCP Dialler (MUI based, more control) Programs are now keyfile based (can be used with any TCP stack!)

 Voyager v3 (see other box for information) Updated, latest versions of all the modules (Microdot-II, AmIRC v1.57 etc) 64 page introductory guide to NetConnect/Internet

Plus many more changes and additions

. Internal PNG decoding of images

At the time of writing no other Amiga web browser even comes close to the specifications of Voyager v3. New major features include:

· Javascript - the major feature all Amiga web surfers have been waiting for Use fast mem for images on AGA machines!! Never run out of memory again! Security Socket Layers (https:) with CERT management (allows secure online ordering) Netscape style frames based news

· Text marking and paste to dipboard HOT NEWS! Haage&Partner and Vaporware have agreed to include Merapi within future versions of Voyager-NG. Merapi is a

JAVA virtual machine for the Amiga computer! This means you will be able to use JAVA within Voyager-NG. Merapi is expected to be completed by August.



JAVA FOR AMIGA

Quality <u>branded</u> Dynalink modern (supported by Dynalink LK Ltd) 39800 bys DATA/PAX/VDCE modern - true V24. Throughout to 115,200 BPS or V22 by datas compression Group 1, 2 & 3 sendimentive FAX (14.4) Valors Commande - DSVO signafeabile by software)

Simultaneous voice and date (S.V.D.)
 Message pitybach via dound card / speaker or headest.
 Assa mode describer allows modeln to connect with it modes to configure for differing connection modes.
 Extended AT (larges compatible) continuant set.
 Upgranable PCM city (sallequarding applied future specific Strate).

NETCONNECT AND VAPORWARE PRICES NetConnect CD Version or 3.5" Floppy Disks 33.6 External Dynalink Data/Fax/Voice Moden

01325 352260